

FREE LEAGUE

BLADE RUNNER *THE ROLEPLAYING GAME*



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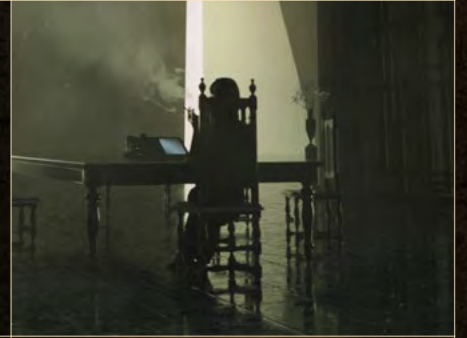
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PREFACE \I must have been about thirteen when I first experienced *Blade Runner*. It was the mid-1980s, and I had an uncle, Bror, about ten years older than me. He had been visiting friends in England and brought back a grainy VHS tape, I think it was recorded from British TV. It was *Blade Runner*, and it changed my life forever.

The film was like nothing I had ever seen. I was too young to understand most of it, but the slow and moody future-noir story spoke deeply to my early teenage self. The amazing flying cars. The rain-drenched neon cityscapes. The melancholy Replicants who were so very different from the typical movie villains of the time. Deckard, choosing love over duty and just leaving everything behind.

I watched that VHS again and again over the following years, each time seeing something new in it – but still wondering what Roy Batty actually told Eldon Tyrell in that crucial scene, as the line was bleeped out in my VHS copy.

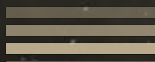
Around the same time, I discovered the world of tabletop roleplaying, starting a journey that – many years and another career later – would eventually lead me to the gaming industry and the creation of Free League Publishing.

In January 2018 we had a brainstorming session about dream franchises to base RPGs on. *Blade Runner* and *Alien* were at the top of that list. Just a week later, I was talking with Joe LeFavi of Genuine Entertainment, a brand manager and producer with the right connections to make those dream RPGs of ours become reality. And an even more diehard *Blade Runner* fan than myself, if such a thing exists.

Now, four years of intensive game design work later, the *ALIEN RPG* is out, and the *BLADE RUNNER RPG* is in your hands. I want to thank everyone who contributed to this game – especially Joe for his hard work on making it happen and for his great setting writing, Christian Granath for the graphic design, Martin Grip for his pitch-perfect illustrations, and not least Alcon Entertainment for carrying the *Blade Runner* torch with the brilliant film *Blade Runner 2049* and other productions, and for letting us make this game. For me, it really feels like coming full circle.

So thank you Bror, wherever you are, for that VHS tape. I still have it in a storage box somewhere. Maybe it's time to watch it again. I wonder what new things I'll see this time.





CHAPTER

01

FIERY THE ANGELS FELL

"You know the score, pal. If you're not cop, you're little people."



BLADE RUNNER\bleyd ruh-n-er \n. See also REP-DETECT (generic); VOIGHT-KAMPFF MACHINE OPERATOR (obsolete); Also Butcher, Tanner, Trenchcoat (slang):

- 1. Colloquial nickname given to the specially trained human and Replicant members of the police unit established to uphold and enforce UN regulations regarding the domestic use and abuse of Replicants and other monitored entities and technologies deemed as public safety threats within Earth borders. Core criminal investigation unit on Earth solely authorized to identify and neutralize any human or synthetic threat presenting a danger to national security, public safety, and the integrity of Earth and the off-world colonial system.
- 2. Rep-Detect Unit police officer in active duty during 2013–2027. Recruited from Earth’s most elite law enforcement agencies, these criminal investigators were specially trained in the use of the Voight-Kampff machine and charged with identifying and eliminating any trespassing Replicants illegally residing within Earth borders. After the UN Replicant Prohibition Act of 2023, service directorate was restructured to suppress all uses of Replicant technologies and retire any Replicant within Earth borders upon positive identification. That same year, Rep-Detect Unit responsibilities were further expanded to monitor and apprehend humans aiding and abetting in the obstruction of justice, including the illegal trafficking of Replicant fugitives and technologies. See REPLICANT UNDERGROUND.

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T E A R S I N R A I N

"Quite an experience to live in fear, isn't it?"

The sun goes down, the neon lights ignite the mist and mayhem, and Los Angeles comes alive in all its gloom and glory. You walk the streets, both badge and boogeyman. This city fears you. Resents that it needs you. Refuses to accept that you're here to stay. And yet that's your job. To stand in the rain, steam, and shadows amidst the seething crowds and chaos. Relentlessly pursuing what never wants to be found. That lone silhouette, bathed in light and darkness. Looking for meaning and morality in both, and finding yourself somewhere in between.

You are a Blade Runner of the Los Angeles Police Department's Rep-Detect Unit. It's your job to delve down the darkest alleys, strut through City Hall, and see enough stains on every soul and shitheel to spot one from meters away. All to keep one step ahead of whatever you're chasing and whatever's chasing you. You're sorry it had to be you, but if LA ever had heroes, they went off-world ages ago. All that's left are trapped rats and fallen angels, fighting to make do on a dying planet any way they can. All you can do is work it more than it's working you.

Let's face it. LA is a cacophony of cultures and moral contradictions on the best of days. A snarling warzone on the worst. Yet when you look upon this city, you see 30 million stubborn survivors. And you swore an oath to protect them. Because it's your home. Your brutal, beautiful

mess. And when it counts, you swear this place and its people are capable of more hope and compassion than anybody gives them credit for. So screw the off-worlders for giving up on this city. And screw the megacorps for thinking somebody's rights and standard of living should be based upon who you know and what you're born with, not what you deserve.

More each day you'll learn that the system is broken. That the rich write rules only the poor must follow. That the bad guys win while the good guys do paperwork. That the greatest threats are far outside your reach, above your pay grade, and below your moral belt. And the more you're exposed to the city's worst corruptions and seductions, the more you're outnumbered, the more you're expected to run into the fight. Making it out alive is your problem.

This is what it means to be a Blade Runner. To be a Replicant. To play a rigged game you're intended to lose. To serve a system that doesn't protect you, but expects you to protect it. But if anybody's playing against the house, better somebody with a badge. Hey, even pawns can keep kings in check. On good days, they can even make them fall.

And in those moments, it doesn't matter if inside you is a soul or synthetics. Because when you pull that blaster, you're nothing but a Blade Runner. The closest thing this city's got to a fighting chance. And you've got a job to do.

This is the BLADE RUNNER roleplaying game – a neon-noir wonderland that'll take your breath away. One way or another. An evocative world of conflicts and contrasts that dares to ask the hard questions and investigate the powers of empathy, the poisons of fear, and the burdens of being human during inhumane times. An iconic and unforgiving playground of endless possibilities that picks you up, slaps you in the face, and tells you to wake up. Time to live. Or time to die.

This is what makes Blade Runner such a relatable, intoxicating human drama. It's not about overcoming impossible odds. It's about enduring in spite of them. Coming to terms with the odds against you and striving to make a difference before your past catches up with you and luck runs out.

These impossible choices and everyday sacrifices become our story, as we find beauty and humanity in our stubborn resilience to keep fighting. To persevere through pain. To agonize over itches you can't scratch. To do questionable and extraordinary things, chasing after fleeting moments of love, hope, and redemption to be lost in time like tears in rain.

Other than that, it's just a normal day on the force, so get to work and grab some noodles on the way. That stack of cases won't crack itself. It's a shame you won't live long enough to solve them all.

But then again, who does?

MEGACORPS RISE, PLANETS FALL

"Every leap of civilization was built off the back of a disposable workforce.
We lost our stomach for slaves. Unless engineered."

It was inevitable. Generations of unchecked war, greed, and corruption had corroded all governments into token pageants run by morally bankrupt totalitarians and the highest bidder. Regulations bent and borders broke as special interests fueled militarized conflicts, all while big business looted and polluted the Earth's natural resources with reckless abandon. It was only a matter of time before the system broke down; some nations imploding from within, others erased from the map with indiscriminate savagery.

As governments crumbled, the corporations were forced to put rivalries aside to sustain society and a stable economy. Combining forces and resources like never before, cities and conglomerates merged into massive corporate-run principalities – megacities vast enough to accommodate the countless refugees flooding into their borders for shelter and some semblance of human civilization.

Though Humanity could persevere, the Earth's environment could not. For too long its natural resources and defenses were pillaged and poisoned by big business, war, and human neglect. Climates worsened. Ecosystems collapsed. Food shortages swept the globe. All organic life soon stood on the brink of extinction. The remaining

superpowers could barely convene to discuss solutions before Earth was classified as a dying planet.

The new corporatocracy first rebuilt the UN, albeit an enfeebled administrative shadow of its former self, to enforce the few laws and borders keeping megacorps and civilians secure and relatively civil. The megacorps then drove an era of unrivaled innovation for off-world colonization, devoting their brightest minds to devising an exit strategy from Earth itself. From Johnson & Murikami's artificial climate control to the interorbital frigates of Shimago-Dominguez, society cheered as the Off-World Emigration Program began in the late 1990s, with the moon and Mars as the first habitable colonies.

Due to limited space and harsh conditions, off-world visas were granted only to those who paid a hefty fee and passed rigorous mental and physical tests. Or to the megarich who could buy special treatment or private transports. And so the great divide began. The smartest, healthiest, and wealthiest abandoned Earth in a mass exodus, while the unfortunate who failed the tests or lacked the funds – known as Specials – were left behind.

THE BACKBONE OF INDUSTRY

To sustain the collapsing economy, Tyrell Corporation introduced the Nexus, a humanoid automaton capable of all forms of menial labor, bestowing any trade too unpleasant or perilous for humans with a selfless, ever-renewable solution.

As this disposable workforce became the bedrock for rebuilding society, the Nexus rapidly evolved to emulate humans more with every update, soon capable of complex tasks and independent thought equal to their masters. By their third generation, androids – now called Replicants – were a staple of the colonial workforce. How better to coax new recruits into the hardships of off-world colonization than a complimentary servant doing all the hard work for you?

The perils and complexities of colonization demanded an increasingly sophisticated workforce. The Nexus-6 model was Tyrell's answer. Bioengineered as sterile adults virtually indistinguishable from humans, the Nexus-6 had superhuman physical abilities and highly advanced minds with machine learning and optimal self-sufficiency. From sex to assassinations, each model was purpose-built with customizable physical and mental abilities, along with four-year lifespans as a fail-safe against any adverse psychological issues arising from harsh working conditions.

In just a few years, the Nexus-6 were wide-spread across the system, becoming the unbreakable backbone of industry and a booming interstellar economy.

NEW MILLENNIA AND MUTINIES

By the time LA approached the new millennium, the bulk of society emigrated to a growing number of off-world colonies, while the eroding Earth was largely populated by Replicants and Specials. Bitterness toward Off-Worlders became commonplace on Earth. And as jobs and resources on Earth dwindled, rising unemployment stirred anti-Replicant resentment, as Specials envied those once undesirable service jobs now relegated to Reps only. Heated debates on ethical Replicant treatment only increased tensions.

Meanwhile, ruthless corporate wars raged over off-world colonies and mining camps; nonstop conflicts fought entirely by Nexuses on both sides. Reps were squandered as

inexhaustible cattle, and the endless brutalities became too much for even them to bear. Rumors of a bloody off-world mutiny spread and inspired insurrection. Yet even as uprisings swelled, off-world demand for the irreplaceable Nexus workforce exponentially grew.

Just as the Nexus workforce reached critical mass, civil unrest hit boiling point after a failed missile attack on LA. The intercepted dirty bomb safely detonated outside city limits, but the nuclear fallout washed over the neighboring Las Vegas megacity, forcing a mass evacuation and the largest loss of land and life in decades. No one was charged with the attack, but Replicants shouldered the blame.

EARLY RETIREMENT

Unable to ignore the threat against the public and the many megacorps now fearing retribution, the UN declared that Replicants were prohibited on Earth under penalty of death.

To enforce these regulations, the newly established Replicant Detection Unit (RDU) introduced Blade Runners, specially trained police officers authorized to seek out and kill any trespassing Replicants on sight. It was not considered execution. It was retirement.

For a time, the economy prospered as megacorps stopped glancing over their shoulders and again looked to the future. This led to a watershed moment in technology when the first worldwide computer link-up – a global network for data storage and sharing – brought the human race together like never before.

While the colonies thrived, politicized reports (real and rumored) of N-6 attacks and Blade Runner retaliations fueled anti-Nexus paranoia and prejudice on Earth. In truth, only a small minority of N-6s ever committed acts worthy of their infamous reputation, but it was enough for Human Supremacists and special interests to popularize a witch hunt for N-6 threats hiding in plain sight.

Megacities strained to maintain order amidst the rising controversy, while an underground movement of Human Sympathizers rose to defend N-6s and smuggle innocent Nexuses off-world. Yet all it took was one November day in 2019 to send the planet, the entire era in fact, into a free fall.

MURDER OF INVENTION

In November 2019, society and the Replicant industry fell to its knees when Tyrell Corporation CEO and Nexus inventor Eldon Tyrell was murdered by a rogue N-6. Though soon retired by a Blade Runner, the fact that a Replicant could infiltrate Earth borders and murder one of the most powerful (and protected) members of society sent a wave of fear crashing through the system. No one was safe.

Desperate to avoid industrial collapse, Tyrell Corp rushed the new Nexus-8 model to market. Reserved solely for off-world use, the Nexus-8 overcame its past shortcomings by introducing open-ended lifespans and extensive memory engineering to optimize emotional stability, while ocular implants made for easy identification.

Even still, protests broke out as the Human Supremacy Movement sparked mass paranoia. Trying to contain the hysteria, Tyrell Corp discreetly shared the Replicant Registration Database with the UN, revealing the identity, function, and location of every known Nexus on Earth. Yet that database soon leaked and only incited riots as Human Supremacists took mob justice to the streets, hunting down every Nexus on record. Replicants had no choice but to fight or flee, which only flared tempers and societal fears. Riots surged. The Underground resisted. And pandemonium spread.



OUR DARKEST HOUR

Just as the riots threatened to consume the colonies like a brush fire, all lights were snuffed out. On one tragic day in May 2022, unidentified terrorists detonated an EMP in the LA stratosphere. The west coast was abruptly plunged into darkness. Cities were devastated as powerless spinners, blimps, and airborne vessels crashed into the buildings and streets below. For ten disastrous days, all machines were inoperable. Communications were down. Cities were deaf and blind.

When the grid was restored, society was shocked to learn that the worldwide datalink had been erased. During the power outage, a coordinated attack was staged against all secure data centers on Earth, destroying all digital and magnetic back-ups for the storage cloud long standing as the sole depository of all data. Bank accounts. Medical records. Libraries. Family photos. The DNA of the digital world, deleted.

Finance and trade markets crashed overnight. All infrastructures collapsed. As society struggled to rebuild, no group took credit for the atrocity now known as The Blackout. Yet as the attack erased the Replicant Registration Database and made all Nexuses virtually untraceable, Replicants were blamed.

Society was forever changed by The Blackout. Mass distrust of digital technology inspired a new age of more simplistic yet reliable analog technology, machinery, and data keeping.

Many industry titans based on Earth also pulled up stakes and headed for safer grounds off-world, drastically reducing the economy and job market. Even airborne transportation became unpopular, relegated only for government use and select citizens with authorization.

Most importantly, the UN declared the indefinite Prohibition of Replicant technology. Megacities heavily invested in rejuvenated Rep-Detect units with new Retirement divisions solely dedicated to retiring any and all Replicants. Not just the Nexus-6 model that habitually demonstrated violent tendencies, but all Nexus models including the compliant N-8s now forced to run.

With one sweeping judgment, it only took a few years for everything to change. Tyrell Corp quickly fell into infamy, then bankruptcy. The Underground imploded after the UN founded the Replicant Underground Task Force, expanding the Blade Runner's jurisdiction to police any Replicant-related crimes, including humans violating Prohibition or obstructing justice. The remaining N-8s either died or disappeared into obscurity, and society soon sighed in relief as the four-year lifespans of the last remaining Nexus-6 Replicants naturally ran out.

And with that, humankind's greatest era of innovation came to a somber and unceremonious end.

TIMELINE

1980-2037

1980

1990

EARLY 2000s

Indistinguishable to humans, the Nexus-6 becomes the cornerstone of interstellar commerce. The cream of society has mostly moved off-world, leaving Earth to second-class Specials and Replicants.

2010s

The newly established Blade Runner units mount bloody manhunts for rogue N-6s across the globe. Meanwhile, an equally brutal cold war unfolds between human supremacists stirring anti-Nexus prejudice and human sympathizers defending Replicant rights and smuggling N-6s off-world.

2000

2010

1980s

Humanity is trapped on a dying planet after industrial pollution, war, and human neglect deplete Earth's ecosystem. The UN becomes the only governing body as megacorps seize control of the few self-sustaining megacities with enough resources to support a mass populace. Humanity's only hope of escaping annihilation is off-world colonization.

LATE 1990s

Off-World Emigration Program begins with the moon and Mars as the first colonies. Only the wealthiest and most desirable applicants are granted off-world visas, further tearing at human society as only the Specials without the health, wealth, and education to qualify for emigration are left behind on Earth.

MID 1990s

Tyrell Corporation introduces the Nexus android – advanced humanoid automats capable of all forms of menial labor. Dependable yet disposable, the Replicant workforce soon becomes vital to rebuilding society and relocating human civilization among the stars.

2019

Society rejoices as the first worldwide data link-up is announced, promising to reunite the human race together again. Yet the decade ends on a deafening note when Eldon Tyrell is murdered by a Nexus-6, sending megacorps and the masses alike into hysteria.

2000s

After decades of cruel exploitation, Nexus insurrections erupt across the system. Replicants are blamed for an attempted dirty bomb attack on LA, which turns Las Vegas into a nuclear wasteland. Though Tyrell's Replicants are key to the UN's off-world industry, the UN now prohibits all Nexus on Earth. Specially trained police units called Blade Runners are authorized to protect Earth borders and kill trespassing Replicants on sight.



EARLY 2020s

Tyrell Corp rush releases the Nexus-8 to stabilize the off-world market, but this fails to quell the controversy. In a last-ditch effort, Tyrell gives the UN their Replicant database – revealing the identities and locations of every known Nexus on Earth. But riots breakout after the list leaks; supremacists hunting down any Nexus on record and forcing the Replicants to flee.

MID 2020s

The last remaining Nexus-6 models expire, and so does the Tyrell Corporation, declaring bankruptcy. Becoming the new tech titan in 2025, Wallace Corporation surges in power across the system after freely sharing its patents for a new synthetic protein, solving the food crisis on Earth and propelling off-world colonization.

LATE 2020s

Society on Earth begins to recover from the Blackout, becoming a more analog, technophobic culture. Building upon memory engineering tech, the first prototypes for AI assistants are introduced into key industries, government agencies, and law enforcement. Meanwhile, Wallace Corp discreetly purchases the assets of the Tyrell Corporation in 2028, including all patents and proprietary research on Replicant technology.

2022

The Blackout becomes a historic turning point in society. The entire interstellar economy crashes overnight. As Replicants become virtually untraceable after the data loss, the Replicant Underground is blamed.

2030s

Wallace Corporation has now become a household name and the wealthiest corporation in the system. Among their many innovations, their privatized Wallace Datalink Network has reconnected all facets of society and commerce, while digital assistants have become a booming industry and commonplace luxury in all walks of life.

2020

2023

The UN declares the Replicant Prohibition Act. New Retirement divisions drive the eradication of all Replicants. The UN soon launches the Replicant Underground Task Force, expanding Rep-Detect's jurisdiction to police any crimes involving humans violating Prohibition and obstructing justice.

2036

The UN Council repeals Replicant Prohibition after Niander Wallace unveils the Nexus-9, a revolutionized Replicant design that is reportedly incapable of lying or harming humans of its own accord. As N-9s go into mass production, the UN classifies these "safe" Replicants as second-class citizens with limited rights. Any act of disobedience is grounds for immediate retirement.

2030

2037

TIMELINE

WELCOME TO LOS ANGELES 2037

"The world is built on a wall. It separates kind.

Tell either side there's no wall, you bought a war. Or a slaughter."

It took centuries with countless sharing the blame for the downfall of society. It only took the industrialist Niander Wallace two decades to save it.

In 2025, Wallace was celebrated as a savior of humanity when he freely shared the patents for farming bioreactors and a new synthetic protein with high resistance against the toxic impurities in Earth soil, marking an end to the food shortage crisis. And with new resources, off-world colonization finally expanded, within years growing to nine colonized worlds and various additional off-world mines.

Wallace Corporation surged in power and profit as it continued to address the needs of the people. Notably, the new Wallace Datalink Network reconnected citizens with secure data sharing, storage, and communication. Users could also access these once bygone conveniences via their own digital companion – a personalized AI interface in holographic human form, which mined their private data to build an intuitive, meaningful bond with its user. Evolving over time from implicit servant to ideal life companion; anticipating every need, servicing every wish or desire. Yet all of Wallace's innovations were dwarfed in 2036 when he unveiled what he touted as his greatest gift to society. Our key to owning the stars.

THE REBIRTH

Years prior, Wallace discreetly bought Tyrell Corporation and its patents on Replicant technology. Wallace Corp had since revolutionized bioengineering with the Nexus-9, a new Replicant model boasting near limitless customization: appearance, intelligence, abilities, personality, even emotional attachment. Beginning life as a sterile adult, N-9s are Selective Service models, purpose-built with the ideal physical and intellectual gifts to perform their assigned duties, as well as a wealth of custom memories and emotional conditioning that bioengineer them from their first breath to embrace their purpose. To unquestionably serve and obey. Or so the brochures say.

Leveraging his UN influence to repeal Prohibition in 2036, Wallace secured exclusive rights to produce Replicants on Earth. Crippled without its once inexhaustible workforce, big business greedily rejoiced and the Nexus-9 went into mass production, catapulting economic growth system-wide.

THE REINTEGRATION

It is now 2037, and millions of Nexus-9s have been manufactured for service jobs big and small across the system. Though only Wallace Corp knows how many Nexus-9s actually roam the city today, it's assumed that Replicants comprise a slim minority. No more than 2–5 percent of the general populace. Even still, you'd think a Replicant sat in every other seat on the bus given the rising fervor from the human supremacists and special interests.

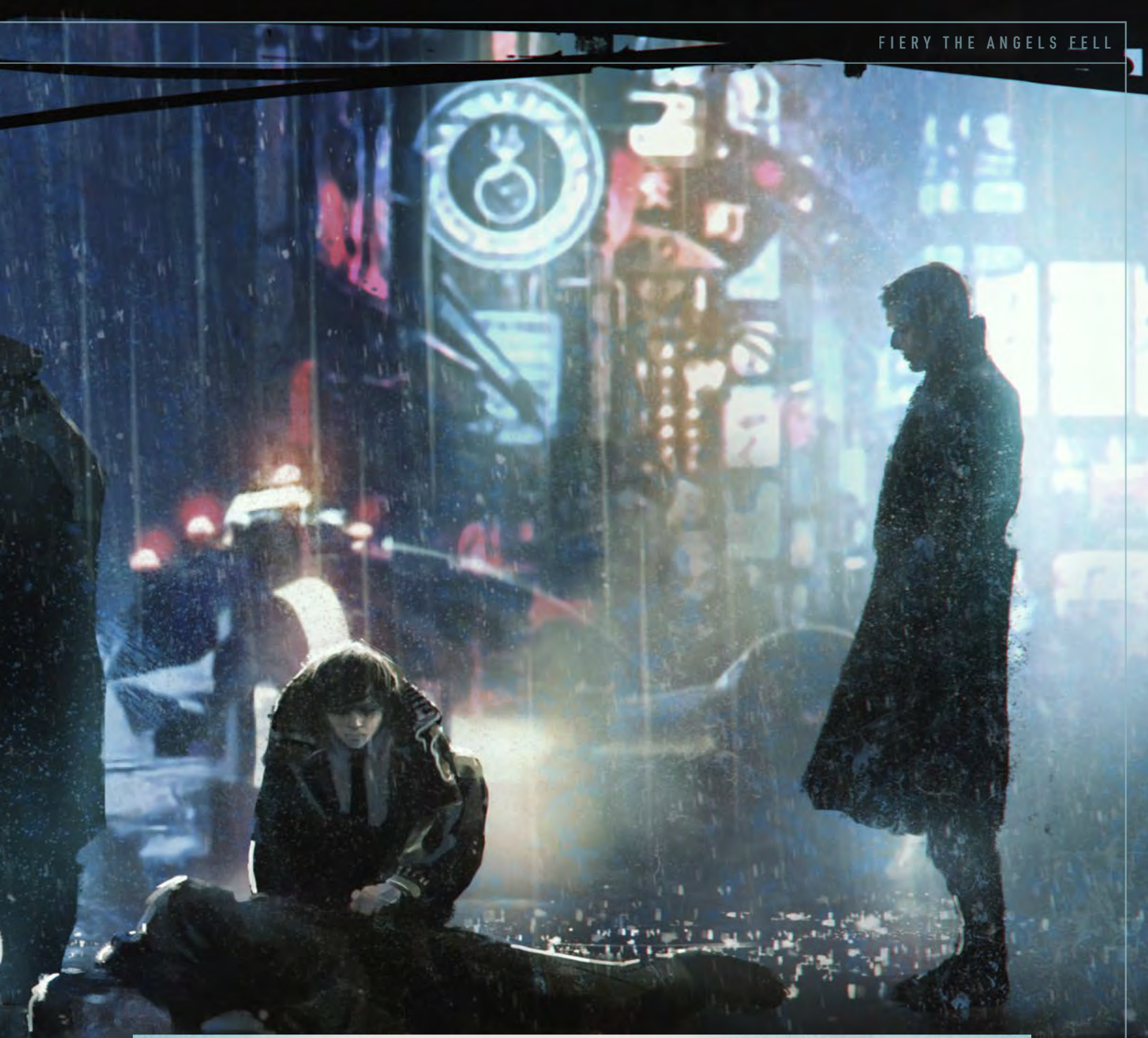
To quell concerns and demonstrate the N-9's steadfast obedience, Wallace debuted a Nexus-9 Blade Runner model purpose-built to hunt and kill its own kind. Reports of N-9 Blade Runners ruthlessly hunting down long-lost N-8s swept the colonies, and most humans were swayed to place their faith in Wallace and uneasily welcome Replicants back into their way of life.

Even still, the N-9s now openly living and working on Earth have received a churlish welcome by most of the human populace. Make no mistake, Reps are still considered an expendable workforce, treated as second-class citizens at best and largely deemed soulless objects to be used as the human race sees fit. Times are changing, however, as more humans

come to appreciate N-9s as beings deserving of equal rights. All the same, old grudges die hard. Human supremacists continue to stoke paranoia and prejudice through their politicized Empathy Movement, while Nexus Sympathizers have formed their own Replicants Rights Movement to fight back.

As tensions new and old surfaced, the once dormant Rep-Detect Unit has continued to swell in public support. The surge in political backing has led to a boom in recruiting and much-needed resources, though most funds were sunk into building the massive new LAPD HQ Tower. The rest lined top brass pockets, though everybody agrees the coffee is better, too.

Not to be outshined, Wallace has also staked his dominion over the city by centralizing the Replicant industry in LA and beginning construction on an epic corporate headquarters that already towers over the entire skyline. As the first megacorp to call LA home in decades, Wallace Corp has single-handedly bolstered the city's economy and sent a bold statement to the colonies. To the humans and Reps on Earth. Even to the LAPD. Wallace Corp will be watching over its city and its Replicants. Over them all.



THE RAZOR'S EDGE

Though the city's climate continues to decline, a groundswell of new companies and commerce has since flooded the city, rejuvenating LA's economy and job market. The stability of society hinges upon the successful reintegration of the Nexus-9 workforce. Yet the organizations responsible for this outcome – the UN, Wallace Corp, and the LAPD – are themselves mired in decades of deep-seated prejudice and trauma.

Megacorps may have greedily embraced this new Replicant era, but the majority of LA citizens have not come round so willingly. Most have given Wallace the benefit of the doubt, but the UN's sanctions and civic protections for Replicants are harder to enforce than the public is led to believe. A concerted push from human

extremists on either side – the fringes either petitioning for equal rights or craving abolishment and retribution by any means necessary – may topple this house of cards and send the entire Reintegration Program, the entire system, into a free fall. And if and when those cards fall, it won't lead to a mere trade prohibition like last time, but a civil war brutally fought by humans and Replicants alike.

Every day you pocket your badge and walk out into those neon-soaked streets, you remember those stakes and your place in this city of dazzling lights and consequences, where the whole of society lives in fear. Of the future. Of one another. Of themselves. And it's your job to keep everyone and everything from falling apart.

BEING A BLADE RUNNER

Once you see the world through the eyes of a Blade Runner, the world is never the same. Neither are you. Being a Blade Runner is to become the ultimate outsider. To always linger just outside of everyone and everything around you. One ear in every conversation. One eye open at night. Observing. Analyzing. Locked and loaded with the safety off, just waiting for the moment you know is coming. When you must stop being that friend or faceless stranger and do the job you can never stop doing. Regardless if you're on the clock.

Now try working those streets as a Replicant. You are never unseen. Never safe. Never alone. And yet always alone. Stares burn into you. Words sting and cling to you. Your very presence is salt on angry wounds that refuse to heal. Merciless reminders of things they'd rather forget. And they never let you forget it.

After a while, the weight of the job requires you to disengage with the world. To become invisible. Unseen and all-seeing. Every eye twitch and sweat bead. Every whisper just out of earshot. Every passerby just breaking line-of-sight. All warnings to heed. Attacks to dodge.

Quickly you learn how little we know people. How everyone has something to hide. Something they're afraid to say, share, or lose. Corporations. Coworkers. Neighbors. Nexus. All strangers until you ask one too many questions and somebody's staring down a bullet.

It can be isolating work, but thankfully you are not alone. The LAPD is a huge and dysfunctional family, but a family nonetheless with dogged loyalty and upward mobility if you earn it. Not to mention solid government pay, great benefits, and a free Sector 5 apartment far better than you could afford. Plus, you're always in street clothes, so you don't bear the burdens of beat cops. Sure, the seething sidewalks don't part for you, but the bar doesn't clam up when you show up either. Best of all, you're among the few with ready access to Spinners, and you wouldn't give up the privilege to purge and leave the city far below for anything.

Not everybody could make the choices you do, but most days you're grateful not to count yourself among them. Most days.

LIFE ON THE FORCE

When Prohibition was lifted, life for most cops remained the same. Yet for you, all the rules have changed. In truth, the onus and accountability of a Blade Runner is a freedom and terrible burden few can grasp. Gone are the days when Voight-Kampff tests told you who to shoot. Old enemies are now allies. The old masters, from megacorps to politicians to Specials, are now potential threats. There isn't a single person in LA that doesn't answer to you, and not a single decision you won't need to answer for.

In a crooked city where everyone's got an angle, you're the only schmuck expected to shoot straight. And yet it's a hard truth that facts don't always find justice, and the right thing to do is often one step farther than the law will allow you to go. Every day is filled with hard choices that inevitably cause ripples far bigger than you. They tell you to fight crime, not causes. You're no theologian, so who can say what's right. Or if there is such a thing. All you know is that everybody expects you to figure it out on your own. Right when it counts in that split second when the fate of the city is decided by a bullet in a heartbeat.

Every Blade Runner is ultimately forced to find and uphold their own code. And eventually it's hard not to feel like it's every badge for themselves. You against the world. In a way, you're right. Even still, if you want to survive, best call in for backup. So make friends on the force. Build your network of gossips, snitches, bureaucrats, and backstabbers across the city. And whatever you're drinking, scotch or espresso, order a double. Because it's never been more challenging to be a Blade Runner. And the city has never needed you more.

UNEASY ALLIES

Most humans can't stop looking over their shoulder, unable to ignore their fight-or-flight response every time a Rep walks into the room. After all, the old models didn't rebel overnight either. Nevertheless, it's hard to deny that the Nexus-9s are not just compliant, but committed in a way that is truly something to marvel.

Meanwhile, Reps stand stoic under the constant watch of the world, knowing that any sign of weakness will not go unnoticed. Especially in a building full of Blade Runners. And perhaps that's for the best. After all, trust won't be

earned overnight, and they were designed to earn it. To endure it. So they do. Because they must.

Though there are some humans in the RDU who cannot reconcile with the past, most cops on both sides are invested in making this work. It doesn't matter if they were born or engineered to do the job. Once they're a cop, they become an essential part of this city. Of one another. Some say that Reps don't have souls, but you could say that about a lot of Specials in this city. At least these Reps have got a badge. And if you need to rely on somebody in the shit, most cops will take a badge over a soul any day.

HUMANS

They were made for this job. Attuned to the imbalance and beating heart of the city long before they became cops. If they didn't have family on the force, they joined one the moment they put on a badge. Only time their lives ever made sense. Most are first-generation Runners who served during the Nexus-8 high tide. The oldest even saw Nexus-6 action. So when the Replicant threat returned, so did they.

As the RDU mostly consists of the old guard, the Unit is undergoing an awkward transition as the "first-gens" struggle to keep their old instincts, but leave their old tools and grudges behind. They miss the days when all they needed was a V-K briefcase and a blaster. Some rise to the challenge. Others refuse to forget how technology often repays blind faith in bloodshed, resenting society for abandoning conscience for convenience yet again. Yet even the most jaded do sense something new in these Nexus-9s. It's eerie, how hollow the new N-9s make the older models feel. It gives them hope.

Most millennials were too unproven for such a high-profile desk, so only a few made the Unit. These few "next-gens" are hot shots in their fields, namely forensics, intelligence, and IT that fly above even the Chief's head. The first-gens only pity them. All these kids see are victims and targets. They haven't yet realized that both come in all shades of gray. That they're not the hero in this story. They'll learn.

REPLICANTS

Beginning active duty only last year, every N-9 Blade Runner entered this world as fully-cognizant adults with a lifetime assignment to the LAPD and a wealth of memories that instinctively enable them to do the job and appreciate the gravity of their service.

It is surreal for everything to be so new, yet familiar. To hold a blaster for the first time, then shoot it like they've done so for decades. To sit down at a terminal they've never used as motor memory types the proper commands. They are the youngest on the force, by age and field experience, yet they surpass even the most seasoned humans by design and drive alone.

As the first N-9 Blade Runners, they are obligated to set precedents for future generations. They cannot merely become equals. They must become paragons. Without fault, hesitation, or pride. Every success will be minimized. Every mistake will be magnified tenfold.

It will never be easy. They will never be accepted. Not by humans who fear and despise them. Nor by their own kind, who can't help but resent them, regardless of their lack of choice in the matter.

Pariahs and traitors to both sides, N-9 officers are born to fight a futile war. Much like humans, they must forever carry the sins, debts, and burdens of the past. And perhaps that's the point. Perhaps only by sharing in the pain can they gain trust and common ground. They will learn.

KEY THEMES

01

SCI-FI ACTION

A hot pursuit down a neon lit alleyway. A high-speed Spinner chase. A shoot-out on the rooftops. A brawl on Nightclub Row. Though not all conflicts end in blood, the Blade Runner experience wouldn't be complete without high-stakes action, thrilling pursuits, and gunshots ringing out in the neon-drenched night.

02

CHARACTER DRAMA

No matter how vast and awe-inspiring the world, your perspective is always grounded in compelling and relatable human drama. Peering up from the streets and gutters, we craft intimate character studies that examine how each individual ticks and explore how they come together or lose themselves as countless challenges and influences bring out the best in some, the worst in others.

03

CORPORATE INTRIGUE

Everybody answers to somebody, and the struggle between the powers that be never stops. Every boardroom, ballroom, bedroom, and back ally is another battleground where industry titans, political puppets, megacorp despots, crime lords, and special interest lobbyists, snitches, and squealers

all spy and conspire with never-ending ulterior motives and conflicting agendas. At times, it'll feel like the entire system hinges upon every choice you make and case you break, with fierce allies and antagonists alike ready to bribe or backstab you at every turn.

04

MORAL CONFLICT

The driving inspiration in noir storytelling is moral conflict – the intense inner turmoil to maintain your empathy, humanity, and moral code against the relentless desires, seductions, and corruptions of an unsympathetic world that doesn't reward you for playing by the rules. The life of a Blade Runner is a dichotomous emotional journey filled with light and darkness, hopeful triumphs and cautionary tales alike, as you make one impossible choice after another and then live with the consequences.

SOUL SEARCHING

A detective's life is not without its respites of deep reflection over a stiff drink or warm embrace. This job forces you to process your choices, come to terms with your regrets and failures, and ask the hard questions that weigh what you think is right or worth fighting for. What makes us who we are. What it even means to be human. Every step deeper into this world will challenge you to reevaluate who you really are, what you're truly capable of, how much you're willing to justify or sacrifice, and just how far you're willing to go.

05

ROLEPLAYING
BLADE RUNNER

So, now you know all you need to about the LA of 2037 and what it's like to be a Blade Runner. In theory. It's time to get your boots on the ground and learn how to bring this neon noir wonderworld to your gaming table.

THE PLAYERS

Each player in this game – except one – takes the role of a Blade Runner in the LAPD Rep-Detect Unit. This is your player character. You decide what your character thinks and feels, what they say and do – but not what happens to them.

It's your job as a player to portray your character and imagine yourself in their boots. No matter if they are human or Replicant, your character is a person with feelings and dreams, just like yourself. Try to imagine – how would you react if you were in their place? What would you do?

As a Blade Runner you're expected to follow orders, but that doesn't mean you can't bend or even break the rules. Sometimes you'll have to. The player characters are always the protagonists of the story. The game is about you. Your decisions, your story.

THE GAME
RUNNER

The final player of the game is the Game Runner. They describe the world of BLADE RUNNER to the other players and portray all the people you meet during the game. Characters controlled by the Game Runner are called non-player characters, or NPCs for short.

It is the Game Runner's job to put obstacles in your path and challenge your PCs, forcing them to show what they're really made of. But it is not up to the Game Runner to decide what happens in the game – and above all, not how your story is supposed to end. That is why you are playing the game – to find out how your story ends.



The Blade Runner franchise deals with dark and existential themes, and this roleplaying game is no different. The stories told in this game can be violent, distressing, and raise issues relating to personal morals.

That said, this is still a game, and no players should be forced to deal with topics they find distressing in real life or that make them feel unsafe at the gaming table. To make sure everyone is having fun and feeling safe, we recommend that you use safety tools before, during, and after the game.

Examples of such safety tools are pre-game discussions about lines and veils for subjects that players want to avoid or keep off-screen, safety cards to be shown during play by a player to indicate that they feel uncomfortable with what is happening in the game, and post-game debriefings.

Always respect a player's wish to raise a concern at any time during the game or even to leave the table if they want to. And don't forget to take breaks. More information about safety tools in tabletop roleplaying can be found online.

CASE FILES

The BLADE RUNNER RPG is structured by Case Files, which are what we call the scenarios or adventures for this game. A Case File presents a case for the Blade Runners to investigate, typically involving Replicants in some way. The Case File presents the backstory of the case, its main NPCs, main locations, the clues that can be found at each, and a suggested final confrontation.

Chapter 9 of this book describes the anatomy of Case Files in detail and includes many tools for the Game Runner to create their own Case Files for the players to solve. The official Starter Set for the BLADE RUNNER RPG includes a full-length Case File called *Electric Dreams*. Many more will be published in the years to come.

Case Files are typically stand-alone, but elements from one can carry over to the next, creating a stronger sense of immersion in a living, breathing BLADE RUNNER world. A string of Case Files played by the same characters is called a campaign.

HANDOUTS, MAPS & MUGSHOTS

A key aspect of Case Files are handouts, maps, and mugshots – pieces of evidence that the Blade Runners collect during their investigations. These can be photos, newspapers, data files, or documents of any kind. Handouts are typically provided in the Case File. Your collection of Handouts, maps, and mugshots will grow during your investigation, filling your gaming table with evidence for you to piece together. Ignore the evidence at your own peril.

MAP OF LOS ANGELES: The BLADE RUNNER RPG Starter Set includes a larger version of the LA map found on the inside covers of this book. The map immerses you in the world of 2037 and gives you a useful overview of the downtown area, where most Case Files will take place.

MEASURING TIME

When working a Case File, you're on the clock. If you fail to make progress in time, a bad situation will tend to get even worse. Exactly how this plays out varies from case to case, but always assume you need to use time as effectively as possible.

SHIFTS: The main unit used to track time in this game is the Shift. There are typically four Shifts in a day: Morning, Day, Evening, and Night. This means a Shift is typically about six hours, but the exact duration of a Shift can vary. It's the Game Runner's job to keep track of time and determine when a Shift has passed, with the use of the rules and the Case File.

TIME TRACKER: During your investigation, you should use the Time Tracker sheet to record what location(s) you have visited during a particular Shift. This way, you will easily see what Shift you are on and be able to keep a record of where you have gone. You can find a Time Tracker at the back of this book. You can also download them from the Free League website or use the pre-printed one found in the BLADE RUNNER RPG Starter Set.

ROUNDS: In intense combat and chase situations, the time unit used is the Round. A Round is about 5–10 seconds long, and you can typically perform one action or chase maneuver per Round. This is explained in detail in Chapter 4.

SPLITTING THE PARTY

In many tabletop RPGs, splitting the group of player characters is discouraged. The BLADE RUNNER RPG is different – in this game, splitting the party is often the smart thing to do, and sometimes even necessary. Case Files will often have some form of timer counting down, and by splitting up you can cover more ground. Scenes during Downtime (page 218) are generally personal and individual.

To avoid long waiting times for characters not in the scene, the Game Runner should frequently cut between scenes. The Blade Runners can also use their hand-held KIA units (page 175) to communicate remotely and even share clues between each other. The last chapter of this book – Running Blade Runner – contains many tools and lots of advice for the Game Runner on how to run the game effectively with a split party.

TIME UNITS

UNIT	DURATION	PRIMARY USE
Round	5–10 seconds	Combat
Shift	5–10 hours	Investigation

PERSONAL STORIES

You're a Blade Runner, but you're also an individual with personal drives, memories, and relationships. You can't be on the clock all the time. During Downtime, which is typically at least one Shift per day, you can rest at your home, hit a club, get drunk, or do whatever you need to do to clear your head and reset your system.

Downtime recovers stress and damage, but also lets you explore your character's personal issues in more depth. During Downtime, you can play out Downtime Events, which often relate to your memories and relationships. This is described in detail in Chapter 9.

ROLLING DICE

The game, whether working the case or during Downtime, is mainly a conversation between the players and the Game Runner, back and forth, until a critical situation arises where the outcome is dramatic and uncertain. Then it's time to break out the dice. How this works is described in detail in Chapter 3, but here is a brief overview.

BASE DICE: This game uses polyhedral dice, from six-sided (called a D6) to twelve-sided (D12). When attempting something difficult, a player typically rolls two dice – one for their relevant attribute and one for their skill. These two dice are called Base Dice. The more sides a Base Die has, the better.

SUCCESS: Any roll of 6 or higher on a Base Dice is called a success and rolling at least one success generally means that the attempt succeeds. A success is marked in these rules with the eye symbol . A roll of 10 or higher on a die (only possible with a D10 or D12) means two successes. The more  you roll, the more effective your action is.

ADVANTAGE: Under some circumstances, you get an advantage to your roll, which means you get a third die to roll, counting all . Conversely, you can also get a disadvantage, which removes one of your Base Dice (the lower one).

PUSHING: If you fail a Base Dice roll, you can push the roll – this means you get to re-roll the dice, but any 1 rolled when pushing will inflict stress or damage on you.

NUMERICAL ROLLS: Sometimes, dice are also rolled for their numerical value, not as Base Dice. In this case, just read the numerical value on the die and ignore any . Sometimes, the rules will ask you to roll a D3 – that means rolling a D6 and dividing the result by two, rounding up.

PLAYER VS PLAYER

Case Files for this game will often pose difficult moral dilemmas for the characters, and thus, the players. Often, the hardest challenge is not to solve the case but to decide what to do when you know the truth. Sometimes, characters can draw different conclusions, which has the potential to trigger conflicts between them.

This is perfectly fine, and part of the purpose of the game. However, you should be careful about stepping over the point of no return and going into the territory of all-out PvP. Often, this point is going from verbal disagreements to physically attacking another player character – that's hard to come back from as Blade Runners who are meant to continue working together.

You can make that choice if you strongly feel it's the right one for your character, but don't do it flippantly and be aware that it might lead to one of the characters – or both – needing to be replaced.

YOUR FIRST TABLETOP RPG?

If you have made your way here without playing any other tabletop roleplaying game before, congratulations! Welcome to a rewarding and creative hobby. Roleplaying is a unique form of tabletop gaming, or cultural expression, that combines game mechanics with storytelling.

Roleplaying games give you a set of rules and let you create your own story with your friends in a way that books, movies, TV, and even video games cannot. The advantage of a roleplaying game can also be its challenge – the freedom to create the story yourselves can be overwhelming, even with the help of a pre-written Case File.

If you need advice or ideas, there is a forum and many other resources for the BLADE RUNNER RPG as well as our other games on our website at freeleaguepublishing.com. Welcome.

Two sets of D6 to D12 Base Dice are included in the BLADE RUNNER RPG Starter Set. Extra dice sets are available for purchase separately. The  symbols are engraved directly onto the custom dice to mark successes. Additionally, the one (1) side of each custom die is marked with the origami symbol  to mark stress/damage from pushed rolls. You can play this game without the custom dice – normal polyhedral dice will do fine.





CHAPTER
02

YOUR BLADE RUNNER

"You were made as well as we could make you."

"But not to last."

More than most tabletop roleplaying games, the **BLADE RUNNER RPG** is about your characters. Sure, you'll be out there in the streets solving Rep-Detect cases, but even more important than uncovering the truth is how you react to that truth once you know it – how it affects you and what choices you make. This chapter describes how to create your own unique Blade Runner, complete with not only attributes and skills, but also key memories and relationships.

CHARACTER SHEET: To keep track of your character's game stats, you need a character sheet. You can photocopy it from the back of this book or download it from the Free League website and print it. Four filled-in character sheets are included in the **BLADE RUNNER RPG Starter Set**.

HOW TO CREATE YOUR PLAYER CHARACTER

How you create your Blade Runner is explained in detail in this chapter. The summary below is a helpful overview. Grab a character sheet, a pencil, and follow these steps:

- 1 Choose or roll if you are Human or Replicant.
- 2 Choose or roll for your Blade Runner archetype.
- 3 Choose or roll for your years on the force.
- 4 Determine your attributes.
- 5 Calculate your Health and Resolve ratings.
- 6 Choose your skills.
- 7 Choose or roll for your starting specialties.
- 8 Choose or roll for your key memory.
- 9 Choose or roll for your key relationship.
- 10 Get your standard issue gear.
- 11 Choose or roll for your signature item.
- 12 Choose or roll for your appearance.
- 13 Choose or roll for your name.
- 14 Roll for your home or describe it yourself.
- 15 Get out into the mean streets.

OTHER CHARACTER TYPES?

The world of **BLADE RUNNER** is a vast and varied place, home to humans and synthetics of all types. In this core game, however, you will take the roles of Blade Runners working for the LAPD Rep-Detect Unit – that is, after all, the heart of **BLADE RUNNER** and there is a multitude of characters and stories to experience within these confines. Future game expansions adding rules and guidelines for other types of characters are planned.

CORE CONCEPTS

"It's fascinating. Before we even know what we are, we fear to lose it."

HUMAN OR REPLICANT?

First, you need to determine if your Blade Runner is human or a Replicant. You can choose freely or let a D6 roll on the table below decide. Replicant characters are typically stronger, faster, and can take a hell of a beating.

On the flip side, Replicants are seen by many as second-rate citizens and have considerably less autonomy and freedom than humans do. We recommend a mixed group of player characters.

ARCHETYPE

Next, it's time to decide your archetype. This determines your role in the group, your expertise, and what type of work you normally do within the LAPD. It can influence your attributes, skills, specialties, and resources at the start of the game. Choose or roll on the table below.

There are seven core archetypes, described on pages 039–051. The Skimmer is only available for human characters, while the Doxie is reserved for Replicants. The others are open to any type of character. Archetypes are not official job titles within the LAPD – they should rather be seen as broad roles.

Archetypes can feel stereotypical, and they are meant to. Picking an archetype is a quick way for you, and the other players in the group, to get an immediate feel for your character. But remember that you are more than just your archetype – it is merely a starting point toward creating a unique player character.

HUMAN OR REPLICANT?

D6	NATURE
1–3	Human
4–6	Replicant

YEARS ON THE FORCE

In the BLADE RUNNER RPG, you can play a rookie just new to the force, or a seasoned veteran, hardened by many years on the streets – you can let the dice decide, or just choose for yourself. More years on the force gives you lower starting attribute scores. On the positive side, more experience gives you higher starting skill levels, plus more specialties, Promotion Points, Chinyen Points and when starting out.

REPLICANTS: All Replicant Blade Runners are rookies, as only one year has passed since the N-9 models were approved for use on Earth.

ARCHETYPE

D12	HUMAN	REPLICANT
1	Analyst	Analyst
2	Cityspeaker	Analyst
3	Cityspeaker	Analyst
4	Enforcer	Doxie
5	Enforcer	Doxie
6	Fixer	Doxie
7	Fixer	Enforcer
8	Inspector	Enforcer
9	Inspector	Fixer
10	Inspector	Inspector
11	Skimmer	Inspector
12	Skimmer	Inspector

The archetypes are just a helpful means of quickly creating a character that fits in the BLADE RUNNER universe. If you prefer, you can create characters exactly as you want without using any archetypes. In this case, choose specialties freely and let the Game Runner decide how many Chinyen Points you start the game with.

NO ARCHETYPE?

SECRET REPLICANT?

There are reports of Replicants that didn't know that they were not human. If you have a supposedly human character, you have the option to let the Game Runner roll a D6 in secret. If the roll comes up  (a six), you are actually a Replicant without knowing it. This can be a Nexus-8, Nexus-9, or even some bootleg model, depending on your age. The Game Runner should make note of this information and decide how and when to use it.

Should your supposedly human character for any reason be revealed to be Replicant, your Health score is immediately increased by 2 and your Resolve reduced by 2, as you only now realize your full physical potential and true nature. From this point forward, the other rules for Replicants also apply (see Pushing Rolls on page 055 and Critical Stress Effects on page 076).

YEARS ON THE FORCE

D12	DESCRIPTION	YEARS	ATTRIBUTES*	SKILLS	SPECIALTIES	PROMOTION POINTS**	CHINYEN POINTS**
1-2	Rookie	0-1	+4	+8	None	D3	-1
3-6	Seasoned	2-7	+3	+10	One	D6	—
7-10	Veteran	8-15	+2	+12	Two	D8	+1
11-12	Old-Timer	16+	+1	+14	Three	D10	+2

* Replicants get one additional attribute increase, which must be spent on Strength or Agility.

** Replicants get one less starting Promotion Point and Chinyen Point, meaning they can start with zero.

ATTRIBUTES

Your character has four base attributes that indicate your basic physical and mental capabilities, each rated on a scale from A to D. Level A represents the maximum human capacity, B is above average, C is your average human being, and D is a weakened or diminished ability. Attribute ratings are marked on your character sheet.

 **STRENGTH:** Muscle power, toughness, and physical endurance

 **AGILITY:** Body control, speed, and fine motor skills

 **INTELLIGENCE:** Perception, intellect, and mental stability

 **EMPATHY:** Social intelligence, charisma, and emotional stability

DICE: Your attributes are used when you roll dice to perform actions in the game (as well as for determining how much damage and stress you can withstand). When rolling dice, each attribute level is connected to a specific die type. See the table below.

ATTRIBUTE SCORES

LEVEL	DIE TYPE	DIE SIZE	DESCRIPTION
A	D12	12	Extraordinary
B	D10	10	Capable
C	D8	8	Average
D	D6	6	Feeble

A term sometimes used in the rules text is "die size." This simply means the highest possible result on a particular die type. The die size of a D6 is 6, the die size of a D8 is 8, etc.

STARTING ATTRIBUTES

When you create your Blade Runner, you start with a baseline of C in all four attributes. You may then make a number of increases, as indicated by your number of years on the force. An increase is always one step, like from C to B or B to A. You can increase any attribute you want as much as you want (up to A), but your archetype will indicate which attribute will likely be most useful to you.

You can gain an extra increase by decreasing an attribute of your choice from C to D. For example, you could

create an Old-Timer (with just one free increase) with the starting attribute levels C, D, A, C by decreasing Agility to D and thus gaining an extra increase to raise Intelligence to A.

REPLICANTS: Replicant characters get one additional attribute increase, which must be spent on Strength or Agility.

HEALTH AND RESOLVE

Your attributes determine how much physical damage and mental stress you can withstand. This is measured by your Health and Resolve ratings. Read more about how those work in Chapter 4.

- ▣ Your Health equals the sum of the die size for your Strength and Agility divided by 4, rounding fractions up.
- ▣ Your Resolve equals the sum of the die size for your Intelligence and Empathy divided by 4, rounding up.

For example, Strength B and Agility C give you a Health of 5 (rounded up from 4.5), while Intelligence B and Empathy D give you a Resolve of 4.

REPLICANTS are designed to withstand physical punishment that humans cannot. Therefore, Replicant characters get a +2 bonus to their Health rating. Conversely, Replicants are less mentally stable than humans, and thus get -2 to Resolve.

When suffering stress in the game, your Resolve rating will decrease. Most of the time, your Resolve will be restored by some Downtime, but some Resolve loss can be permanent. Over the course of a longer campaign, your maximum Resolve will drop. If it hits zero, your Blade Runner is no longer fit to serve and can react in drastic ways. Read more about this on page 077.

LOSING RESOLVE

DOWNTIME

Even a Blade Runner can't roam the streets 24/7. Sometimes, you just need to rest and recover, especially after working on a hard and trying case. This is handled using Downtime – spending a Shift resting at your home, hitting a club, getting drunk, or whatever you need to do to clear your head and reset your system. After three Shifts of investigations, you need a Shift of Downtime or you'll start to suffer stress (see Chapter 4). Downtime also lets you heal damage and stress and explore your character in individual Downtime Events (see Chapter 9).

SKILLS

Your skills represent broad fields of expertise. They determine, along with your attributes, how effectively you can perform actions in the game. There are thirteen core skills, and they are all described in detail in Chapter 3.

Just like attributes, skill levels are measured on a scale from A to D, where D represents no or little training, and A represents the best in the field.

DICE: As for attributes, each skill level is connected to a specific die type. See the table on the next page.

STARTING SKILL LEVELS

When you create your character, you start with a baseline of D in all skills. You may then make a number of increases depending on your number of years on the force. These increases work just like for starting attributes, but you have more of them and for skills more years on the force give you more increases instead of less.

You can assign skill levels in any way you want, but your archetype will indicate which skills will likely be most useful to you. You can increase your skill levels during the game.

SKILL LEVELS

LEVEL	DIE TYPE	DIE SIZE	DESCRIPTION
A	D12	12	Elite
B	D10	10	Experienced
C	D8	8	Novice
D	D6	6	Untrained

SPECIALTIES

Specialties are tricks, moves, and minor abilities that give you a small edge. They are more specialized than skills and offer a way to fine-tune your character. Specialties are further explained on page 060.

STARTING SPECIALTIES: When creating your Blade Runner, you get a number of specialties at the start of the game depending on how many years you have on the force. You can choose any specialties you like, but your archetype offers you suggestions that you can choose from or roll for. If you're a rookie, you start the game without any specialties. You can learn specialties during the course of the game.

Marco creates a new Blade Runner, a Replicant Enforcer with the code JN7-4.79, nicknamed Jane. As a rookie Replicant, Jane gets five attribute increases from the level C baseline. Marco raises her Strength and Agility two steps each to A, Intelligence to B, and leaves Empathy at C. Jane's Health rating is very high at 8 (including the +2 for being a Replicant), but her Resolve is quite low at 3 (including the -2 for a Replicant). For skills, Jane gets eight increases from the level D baseline. She raises FIREARMS to A (three increases), CLOSE COMBAT to B (two increases), and finally MOBILITY, DRIVING, and CONNECTIONS to C (three increases). She leaves the remaining skills at level D. As a rookie, she gets no starting specialties.

EXAMPLE

KEY MEMORY

"My mother? Let me tell you about my mother!"

Your memories are an essential part of who you are – no matter if they are real or artificially engineered. Each player character in the BLADE RUNNER RPG has a key memory of some defining event in the past, whether it's your own, someone else's, or a complete fiction designed in a memory lab. Your key memory is a focal point of your personality, and it can be a powerful source of inspiration and perseverance. Once per game session, you can use your key memory in a skill roll to improve your chance to succeed. You need to explain how the memory helps you in that particular situation, but the Game Runner should be lenient.

The Game Runner can also use your key memory to create events during play, as described in more detail in Chapter 9. Interacting with your key memory will gain you a Humanity Point at the end of the session.

DESIGNING YOUR KEY MEMORY

To design the key memory for your character, roll once on each of the Memory Tables on the following pages. You are allowed to re-roll if you get a result that you don't feel fits your character, but we recommend that you first try to think about how the result might actually work – that can create unexpected results and give interesting depth to your character. If you prefer, and the Game Runner allows it, you can design your key memory as you see fit.

EVOLVING MEMORIES

Generally, you will not change your key memory, as it's a defining element of your character. However, if you find during play that your key memory no longer is relevant for any reason, you

may replace it as long as the Game Runner allows it. Try to pick a new key memory from something that has happened to your character during play.

MEMORY TABLE # 1

D6 WHEN DID IT HAPPEN?

- 1 When you were a small child. The memory is now a fleeting vision.
- 2 During childhood. You remember it like it was yesterday.
- 3 When you were a young teen. The event defined your view of the adult world.
- 4 When you were an older teenager, turning into a young adult.
- 5 Some years back.
- 6 Just a few weeks ago.

MEMORY TABLE # 2

D12 WHERE DID IT HAPPEN?

- 1 Standing in the rain on a city street corner in downtown LA.
- 2 In a lavish penthouse suite overlooking the Fashion District.
- 3 While ogling the synthetic fish tanks on Animoid Row.
- 4 Lost in a seething crowd in a loud, dimly lit nightclub.
- 5 In a serene, exclusive corporate headquarters.
- 6 In the derelict housing projects of Los Angeles Hills.
- 7 Off the grid in the Kibble wastelands.
- 8 On a protein farm deep within the Energy Empire.
- 9 On a distant farmstead, in the stillness of the rural countryside.
- 10 In a wintry landscape, covered by snow.
- 11 In a foreign land, surrounded by crowds speaking a language you didn't understand.
- 12 Somewhere in the off-world colonies.

MEMORY TABLE # 3

D12 WHO WAS THERE?

- 1 Your parent(s)
- 2 Your sibling
- 3 A superior or authority figure
- 4 Your romantic partner
- 5 A trusted friend
- 6 An LAPD cop
- 7 A Blade Runner
- 8 A throng of faceless people
- 9 Masked killers
- 10 A perfect stranger
- 11 A hunted Replicant
- 12 No one but you

MEMORY TABLE # 4

D12 WHAT HAPPENED?

- 1 You saw something extraordinary that you cannot explain.
- 2 You took part in a violent crime, or witnessed one.
- 3 You witnessed a natural phenomenon.
- 4 You took part in a battle or a massacre.
- 5 You were physically attacked or abused.
- 6 You were psychologically abused.
- 7 You suffered a breach of trust or betrayal.
- 8 You made an unforgivable compromise.
- 9 You suffered or witnessed a horrible accident.
- 10 You made or witnessed a selfless sacrifice.
- 11 You suffered a moment of weakness.
- 12 You witnessed a miracle.

MEMORY TABLE #5

D12 HOW DID IT MAKE YOU FEEL?

1 Hopeful

2 Lost

3 Vulnerable

4 Jaded

5 Haunted

6 Blessed

7 Loved

8 Bold

9 Disgusted

10 Shameful

11 Terrified

12 Tempted

Marco rolls for Jane's key memory and gets 6, 6, 2, 5, 8. The memory is from just a few weeks back in the derelict housing projects of Los Angeles Hills. A sibling was there. Jane was attacked in some way, but she was emboldened by the experience.

Marco decides that the sibling is a brother. They were both attacked by someone, fighting for their lives, but Jane managed to save her brother's life. As Jane is a Replicant, the memory is an implant, just a fiction designed in a lab – or is it? Marco leaves the further details of Jane's key memory to be explored during the game.

The Game Runner makes note of Jane's key memory and ponders how her "brother" might play a role in the game somehow.

EXAMPLE

KEY RELATIONSHIP

"I've had people walk out on me before, but not when I was being so charming."

Next to your key memory, the most defining element of your character is their key relationship. This is an NPC that for any reason plays a big role in your life. It will typically be a living person, but it can be someone artificial, dead, or even fictitious, existing only in your designed memories. It should not be another PC.

Your key relation is primarily used by the Game Runner to create events in the game, as described further in Chapter 9. Interacting with your key relationship will earn you Humanity Points at the end of the session.

RELATIONSHIPS CHANGE

As opposed to key memories, key relationships will and should evolve over the course of the game. The relationship should not be replaced very often, but if you find during play that your key relationship no longer is relevant for any reason, you may replace it as long as the Game Runner allows it. Try to pick a new key relationship with someone you have met during play.

CREATING YOUR RELATIONSHIP

To design the key relationship for your character, roll once on each of the Relationship Tables on the next page. You don't need to take the results literally – a "parent" might for example be someone who has filled that role in your life, it doesn't need to be a biological parent. A "passionate" relationship does not need to be romantic in nature.

You are allowed to re-roll if you get a result that you don't feel fits your idea for your character, but just as for key memories, we recommend that you try to think about how the result might actually work. If you prefer, and the Game Runner allows it, you can design your key relationship as you see fit.

Finally, give your key relationship a name and note it on your character sheet.

RELATIONSHIP
TABLE #1

D12 WHO IS IT?

- | | |
|----|------------------|
| 1 | Parent |
| 2 | Sibling |
| 3 | Child |
| 4 | Spouse |
| 5 | Romantic partner |
| 6 | Old friend |
| 7 | Colleague |
| 8 | Superior |
| 9 | Suspect |
| 10 | Neighbor |
| 11 | Doxie |
| 12 | DiJi |

RELATIONSHIP
TABLE #2

D12 WHAT'S YOUR RELATIONSHIP LIKE?

- | | |
|----|-------------------|
| 1 | Friendly |
| 2 | Loving |
| 3 | Passionate |
| 4 | Trusting |
| 5 | Protective |
| 6 | Estranged |
| 7 | Violent |
| 8 | Deceitful |
| 9 | One-sided |
| 10 | Hateful |
| 11 | Distant |
| 12 | Only in your head |

RELATIONSHIP TABLE #3

D12 WHAT'S GOING ON?

- | | |
|----|--------------------------------------|
| 1 | You're in a fight about something. |
| 2 | They have gone missing. |
| 3 | They want something from you. |
| 4 | They want you to quit your job. |
| 5 | You think they are hiding something. |
| 6 | They constantly disappoint you. |
| 7 | You constantly disappoint them. |
| 8 | They need help with something. |
| 9 | Their life is in danger. |
| 10 | They are suspected of a crime. |
| 11 | They know your deepest secret. |
| 12 | They threaten you with something. |

Marco rolls for Jane's key relationship and gets 10, 11, 12 – a distant relationship to a neighbor who threatens her with something. Hmm. Marco has a think about it and talks it over with the Game Runner. They agree that someone has been writing anti-Replicant slurs on Jane's apartment door and left her threatening notes. She suspects a neighbor. At first, she thought it was just some typical human supremacist, but she's beginning to think it's something more... personal.

EXAMPLE

YOUR GEAR

"Gosh, you really got some nice toys here."

The BLADE RUNNER RPG is not a game about hoarding loot, but you need to keep that blaster ready and your Knowledge Integration Assistant (page 175) is an essential tool when working cases. You can find these items and plenty of other gear described in Chapter 8 – Tools of the Trade. You should write down important items you are carrying on your character sheet.

STARTING GEAR: Your Blade Runner will start out the game with the standard issue gear listed on the next page. These items are the property of the LAPD, and not your own. In addition to this, you get a signature item.

GETTING GEAR: Further equipment can be requested from the LAPD or acquired on the black market by using your CONNECTIONS skill and Promotion Points or Chinyen Points, respectively. This is explained in Chapter 8.

FAVORED GEAR: You may choose one type of non-standard issue item that you favor and tend to use quite a bit. This is called your favored gear. When requesting or purchasing your favored gear, you get an advantage to your CONNECTIONS roll. You can choose your favored gear freely from Chapter 8, or use the suggestion listed by your archetype.

CHINYEN POINTS

The currency used in LA these days is the chinyen. You don't need to track exactly how much money you have – instead, this is handled in an abstract manner. Typically, you have enough chinyen in your wallet to cover daily expenses.

For bigger sums of money, Chinyen Points are used. For any large expense, you need to spend Chinyen Points and roll for the CONNECTIONS skill. This is explained in Chapter 8.

STARTING CHINYEN: You get a number of Chinyen Points at the start of the game depending on your archetype and modified by your years on the force. These represent any savings you might have managed to scrape together during your career. Replicant characters start with one less Chinyen Point, to a minimum of zero.

MORE CHINYEN: You can get more Chinyen Points during the course of the game – as indicated by a Case File, by selling things on the black market (page 204), or via specialties. You can also, once per Case File, exchange one (and only one) Promotion Point for a Chinyen Point, representing pushing for a pay raise.

SIGNATURE ITEM

In addition to your normal gear, you also have a signature item – a small item that's not of much practical use, but has sentimental value to you and says something about your character. Your signature item is typically connected to your key memory, your key relationship, or both. Signature items can usually be carried but they can also be stationary, like a tombstone or a stool at your favorite bar.

By interacting with your signature item in some way, you can once per game session use it to immediately recover one point of stress. You can choose your signature item freely, or roll on the table below for guidance.

SIGNATURE ITEM

D12 SIGNATURE ITEM

- | | |
|----|------------------------------------|
| 1 | A photograph |
| 2 | A book |
| 3 | A ring |
| 4 | A necklace |
| 5 | A musical instrument |
| 6 | An old coat |
| 7 | A dog tag |
| 8 | An origami bird |
| 9 | A cheap souvenir |
| 10 | A second-hand animoid pet |
| 11 | An open stool at your favorite bar |
| 12 | A tombstone |

Marco rolls for Jane's signature item and gets a 4, indicating a necklace. Strangely, she vividly remembers wearing this necklace in her key memory with her brother – which should be a designed memory implant.

EXAMPLE

CARRYING GEAR

This game is not about collecting loot, and anything beyond your standard issue gear must be returned to the RDU after use. You don't need to worry about how much gear you can carry, but the Game Runner should disallow anything obviously unreasonable.

STANDARD ISSUE

As a Blade Runner in the Rep-Detect Unit of the LAPD, you get the below gear as your standard issue. All items are described in detail in Chapter 8.

- ▣ Badge (page 174)
- ▣ PK-D Blaster or .357 Subcompact (page 178)
- ▣ Knowledge Integration Assistant (page 175)
- ▣ Detective Special Spinner (page 196)

WRAPPING UP

"There's a bit of every artist in their work."

APPEARANCE

Describe your character's appearance with a sentence or two, focusing on the most significant elements. Each archetype gives you some suggestions, and you can even roll dice to decide.

NAME

Give your character an appropriate name. Each archetype gives you some suggestions, and you can even roll dice to decide.

HOME

As a Blade Runner, the LAPD offers a sparse apartment in Sector 5, but you can style your home the way you like and even find other places to stay. Describe your character's home with a sentence or two, focusing on the most significant elements, and choose where in LA it is located. You can choose freely or roll on the table to the right. For more information about the different Sectors of LA, see Chapter 5.

EXAMPLE

Marco rolls for Jane's home and gets a 1, indicating an LAPD housing apartment in Sector 5. This fits well for a rookie Replicant Blade Runner. Finally, Marco rolls a D3 for Jane's starting Promotion Points and gets a 2, which is reduced to 1 for being a Replicant.

BLADE RUNNER HOME

D12 HOME

- | | |
|-----|---|
| 1-4 | A sparsely furnished LAPD housing apartment in Sector 5, small and claustrophobic (see page 111 for more information on these). |
| 5 | A condo filled with old mementos and a balcony overlooking the neon-lit streets of Little Tokyo. |
| 6 | A cheap run-down hotel room by Hawker's Circle, with flickering lights and dripping water pipes. |
| 7 | A huge but dilapidated old apartment in an abandoned building on Retirement Row, with leaking ceilings and full of debris. |
| 8 | In a dingy flat on top of a seedy bar off Nightclub Row. |
| 9 | In a cluttered warehouse off Animoid Row, hidden from prying eyes. |
| 10 | In a serene luxury penthouse hotel suite in the Financial District. |
| 11 | You don't have a home, drifting around and spending every night in a different place. |
| 12 | With your Key Relationship. Re-roll to see where they live. |

PROMOTION AND HUMANITY

"I've done... questionable things."

No matter if you're real or synthetic, being a Blade Runner is hard work. Often you won't even be sure what the right

move is. The reward for your efforts comes in two forms: Promotion Points and Humanity Points.

PROMOTION POINTS

By doing your job as a Blade Runner – solving cases, reporting evidence, apprehending Replicants, etc. – you gain Promotion Points. Dos and don'ts for gaining Promotion Points are discussed in detail on page 163 of Chapter 7 – Working the Case.

You start the game with a number of Promotion Points depending on your years on the force. Replicant characters get one less starting Promotion Point, meaning they can start with zero. You can gain more during the course of the game. These are handed out by the Game Runner after each game session.

GAINING PROMOTION POINTS: Exactly what you are awarded Promotion Points for is indicated by the Case File you are playing – see Chapter 9 for more on that. The Game Runner can also hand out Promotion Points during a session, for specific actions typically specified in the Case File. As a general rule, Replicants are always awarded a Promotion Point when they succeed at a Baseline Test. Mark your Promotion Points on your character sheet.

DISTINCTIONS: If you gain three or more Promotion Points in a single session, you can be awarded a distinction by Deputy Chief Holden.

LOSING PROMOTION POINTS: The Game Runner can also take Promotion Points from you during the game, if you are caught failing to perform your duties in some way or your case receives negative exposure.

Triggers for losing Promotion Points are typically specified in the Case File. Chapter 9 – Running Blade Runner also includes advice for the Game Runner on when to

remove Promotion Points. One typical such trigger is losing your standard issue gear – losing a Spinner might even cost you two.

The Game Runner can take away Promotion Points immediately and doesn't need to wait until the end of the session. Typically, you will only lose one Promotion Point for each act of misconduct, but for severe transgressions the Game Runner can take several. You can never go below zero Promotion Points.

DISCIPLINARY ACTION: Whenever you lose a Promotion Point due to misconduct, you must roll for CONNECTIONS. If you fail the roll, you will also suffer a disciplinary action of some sort. Read more about these on page 166. Replicant Blade Runners who hit zero Promotion Points must take an immediate Baseline Test (see the sidebar to the right).

USING PROMOTION POINTS: Promotion Points can be used for several effects:

- ▣ You can learn a new specialty of your choice by spending a Shift at the LAPD Training Grounds. This costs 5 Promotion Points.
- ▣ You can spend Promotion Points and roll for the CONNECTIONS skill to request specialized gear from the LAPD, or the use of department resources and facilities. Read more on page 162.
- ▣ Once per Case File, you may roll for the CONNECTIONS skill to exchange one (and only one) Promotion Point for a Chinyen Point, representing pushing for a pay raise. This can be done at any time. If the roll fails, the Promotion Point is lost, and you do not gain a Chinyen Point.

HUMANITY POINTS

Humanity Points are handed out by the Game Runner at the end of each session as well – but for performing acts of compassion or humanity. Just like with Promotion Points, this is specified by the Case File, but the Game Runner can also reward any action they deem worthy – see Chapter 9 for more on that. Also, you are always awarded a Humanity Point if you, during the session, have:

- ☐ Used your Key Memory or interacted with it in some way.
- ☐ Interacted with your Key Relationship.
- ☐ Failed a Baseline Test (Replicants only).

Mark your Humanity Points on your character sheet.

USING HUMANITY POINTS: Humanity Points are of more limited use than Promotion Points, but they are very important – you can use them to increase your skill levels. To increase a skill one step costs a number of Humanity Points as indicated by the table below. A skill increase of one level can only take place during a Shift of Downtime. You can only increase a skill level one step at a time.

IMPROVING SKILLS

INCREASE	POINTS
B to A	15
C to B	10
D to C	5

REPLICANTS & BASELINE TESTS

When a Replicant hits zero Promotion Points, or when the Case File specifies it, they must make a Baseline Test to test their mental stability. This must be done immediately, in the next Shift, at the LAPD. The Baseline takes one Shift to complete and does not count as Downtime.

Baseline Tests are described in detail on page 177 of Chapter 8 – Tools of the Trade. If you succeed, you gain a Promotion Point immediately. If you fail a Baseline Test, you gain a Humanity Point, but you can also suffer penalties depending on how many subsequent tests you have failed.



ANALYST

You are the master of the crime lab. Streetwise hunch-chasers with their V-K briefcases and blasters are the past. Booksmart fact-finders like you are the future. Chemistry, pathology, ballistics, criminology, microbiology, toxicology, morphology... these are your blasters, and all you need to crack a case is your lab, coffee, and some personal space. As a forensics specialist, you methodically and meticulously agonize over every bit of evidence. You can wring the truth from a crime scene with a trace sweep and cursory glance. And when you're in the lab, you're a god. Running countless tests with cutting-edge tech like an orchestral conductor. Sure, the job forces you to interact with others more than you'd like. People only make sense to you on the autopsy table, and while you have infinite patience for research, you reserve little for bureaucracy and stupidity. Facts rarely make friends with obtuse systems and minds. In truth, few will ever understand your genius, but most appreciate it enough to keep the scene clean for you. The relics can't close a case without you, but they can keep the glory. You'll keep the corner office with central air, unlimited espresso, and the sexiest tech money can buy.

KEY ATTRIBUTE: Intelligence

KEY SKILLS: Observation, Medical Aid, Tech

CHINYEN POINTS: D8

FAVORED GEAR: Surgeon's Field Kit

D3 APPEARANCE

- 1 You're a crime scene. A pristinely kept tragedy taped off from the public. And to understand it, you'd need a microscope and a post-graduate degree.
- 2 OCD and a god complex wrapped in an emotionally guarded scarf.
- 3 Your mom says you're a catch.

APPEARANCE

D3 SPECIALTY

- 1 Gearhead
- 2 Insider
- 3 Scientist

SPECIALTIES

D3 NAME

- 1 Fisher Vaas
- 2 Piper Dallos
- 3 Quinn Kosonan

NAME

ARCHETYPES



CITY SPEAKER

Speak long enough to the city, it speaks back to you. You've got rats in every gutter. Pigeons on every rooftop. Urchin in every port. You lived and sinned with them since you were kids, so when you come round, they see only the face they trust. Not the badge you'd never show. Working undercover these many years, the lines blurred long ago. Only judges can say what's right anymore. You're only here to stop what's wrong. The fugitives, terrorists, traffickers, hatemongers, and copkillers preying upon the city. Hiding and thriving in the moskos where only the downtrodden roam. Irasshai as a bird. When these trespassers make even the biggest vermin scurry, they run to you. Every syndicate, scumbag, scavenger, and slumlord. Every fisher king and unseen string holding up the city and keeping it down. You know every lófaszt on a first-name basis, all to oust the worst and turn blind eyes to the rest. It haunted you at first, but work Vice long enough and you'll learn that good and bad are torn from the same thin justifications and lies. Bend and twist them into whatever you like, but clench a fist and both crumble all the same.

KEY ATTRIBUTE: Empathy

KEY SKILLS: Mobility, Connections, Insight

CHINYEN POINTS: D8

FAVORED GEAR: Soviet Happy

D3 APPEARANCE

- 1 You look like street trash, because you are street trash.
- 2 The ugliest side of humanity on the outside. Its greatest hope on the inside.
- 3 A Dickensian acid trip.

APPEARANCE

D3 SPECIALTY

- 1 Gutter Rat
- 2 Hardened
- 3 Origami

SPECIALTIES

D3 NAME

- 1 Chiyo
- 2 Sammon
- 3 Corso

NAME

ARCHETYPES

DOXIE

You always know what to say. Body language. Eye contact. Vocal tones. Body temperature. Pulse rate. Even scent. Every detail another window into your subject's state of mind. Earlier models used this data to serve a person's needs. You only serve the law. Now those same signals enable you to detect and project anything you want. Anything the case demands. Your hyper-awareness and self-control enable you to manipulate every fiber of your being, convincing others to trust you. To fear you. To betray all they hold dear, just to see you smile. You pity them. What hope could they have, against something like you? Even still, it could be worse for them. Words are not your only weapons. You are a prime physical specimen born with ten lifetimes of lethal black ops training in close combat, infiltration, assassination. With flawless grace, dexterity, and athleticism, your natural gifts and guile can flip, slip, slither, and slit into anywhere. Through anyone. To do anything you must. Your orders are often ruthless, but you choose to poison with compassion. If you must be brutal, you will make it beautiful. If you are the last thing they see, it should be something to behold.

KEY ATTRIBUTE: Agility

KEY SKILLS: Close Combat, Mobility, Manipulation

CHINYEN POINTS: D8

FAVORED GEAR: .357 Subcompact

D3 APPEARANCE

1 You are a thing of beauty. Quite literally.

2 It doesn't matter how stunning you are. All they see are those sad, soulful eyes.

3 You don't mind that people don't look you in the eyes. They'd otherwise notice how closely you're studying them.

APPEARANCE

D3 SPECIALTY

1 Fast Reflexes

2 Interrogator

3 Merciful

D3 NAME

1 Fenna

2 Cadence

3 Remedy

NAME

SPECIALTIES

ARCHETYPES





ENFORCER

You've seen things most people wouldn't believe. A few tours in the Off-World Colonization Defense Program put you in every shittastic situation conceivable. Murder kick squads. Hostage situations. Counterterrorism. Demolitions. And you survived them all, only to find yourself unable to relate to anyone without a target in their sights. The LAPD was the only other place you made sense. And not just because they've got more artillery than some CDP outfits. It's a bad day when somebody needs you, and you've seen enough shit to assess and survive any hostile situation. Hell if these flatfoots know how to deal with a crisis they can't just interrogate to death. When real bad-asses take the stage, it's your job to give 'em a show. You're not the standard-issue CDP shitkicker, but you're not ashamed that grunt life suits you. Clock in. Obtain objectives. Eliminate targets. Clock out. And if you can squeeze in a stiff drink and a shag, huzzah. There isn't a problem you can't solve with a beer or a battering ram. So as long as they keep serving up targets, you'll be putting them in body bags until somebody puts you in one.

KEY ATTRIBUTE: Strength

KEY SKILLS: Close Combat, Stamina, Firearms

CHINYEN POINTS: D6

FAVORED GEAR: Ender Assault Rifle

D3 APPEARANCE

- 1 Ass-kicking boots. The rest is just whatever wasn't dirty or bloody from the day before.
- 2 You're human C4. A drab, mushy square that's sexiest when it's armed.
- 3 You only have two outfits: gym clothes and riot gear.

APPEARANCE

D3 SPECIALTY

- 1 Fast Reflexes
- 2 Killer
- 3 Tough

SPECIALTIES

D3 NAME

- 1 Oelson Baaker
- 2 Basher Kerrigan
- 3 Dutch Szalay

NAME

ARCHETYPES



FIXER

Some call you a career politician. Others a political crusader. You don't care what they think. You work the system and you never play nice, though everybody knows to play nice with you. And not just to kiss up to their future boss. It's your job to keep saboteurs of the status quo at bay, may they come from outside or within. When big messes occur, you clean them up. And with every mess you fix, somebody owes you a favor. A whisper. And you hear a lot from high places. You spend more time in courtrooms, fundraisers, and nightclubs than the office. Doesn't mean you're not doing the job. Your little black book is the upper crust of elite rings to kiss, wrists to twist, and backs to stab. As a master of manipulation, you can tear through red tape, leap through loopholes, and quell every controversy. But let's face it, the only case you're ever working is your own. It's no coincidence that you only work cases promising future headlines and new strings to pull. You're determined to reach the top of that corporate ladder, even if you burn every wrung beneath you as you go.

KEY ATTRIBUTE: Empathy

KEY SKILLS: Connections, Manipulation, Insight

CHINYEN POINTS: D10

FAVORED GEAR: Premium clothes

D3 APPEARANCE

- 1 Everything you wear is a statement. And they all say either Screw You or You Wish.
- 2 They say you should dress for the job you want tomorrow. You dress for whatever you want today. And you've got a walk-in closet.
- 3 You walk, talk, and dress like somebody who is going to fire everybody you know one day.

APPEARANCE

D3 SPECIALTY

- 1 Cashflow
- 2 Insider
- 3 Protected

SPECIALTIES

D3 NAME

- 1 Visser Janssen
- 2 Mieko Saneda
- 3 Elon Amancio

NAME

ARCHETYPES

INSPECTOR

You're the quintessential marshal, torn from time immemorial of trench coat wearing, liquor drinking, bullet slinging bastards and bulldozers, who can strut into the meanest bar, the darkest alley, and everybody knows the law just walked in. And means business. As a walking Voight-Kampff machine, you've made a career out of pushing people's buttons and getting to the core of who (or what) they really are. Looking where you shouldn't. Going where you're unwelcome. Picking the wrong fights. Asking the wrong questions. Peeling back bandages and pouring salt on the wounds. Whatever it takes to make people show their true colors. It's cost a busted rib or two, but you've honed an uncanny knack for understanding people. And pissing them off. It's made you a great detective. And a huge pain in the ass, on and off the clock. You know it. Don't care. You're so used to your own bullshit, it's as much a second skin as the cynicism, sardonic wit, and hip flask you wear like bulletproof armor. Leave tact to politicians. You're a god damned one-man slaughterhouse, and common courtesy isn't in your job description. But hey, at least the White Dragon gives you noodles on the house.

KEY ATTRIBUTE: Agility

KEY SKILLS: Firearms, Observation, Connections

CHINYEN POINTS: D6

FAVORED GEAR: PK-D M1887 20 Gauge

D3 APPEARANCE

- 1 That old trenchcoat is a reflection of you. There's a desire or regret behind every scuff, stain, wrinkle, and tear. As much as you try, you can't forget any of them.
- 2 A smirk that cuts glass. A stare that stretches for miles. A clenched jaw that can take a punch. A clenched fist coiled and ready to give one back.
- 3 You can't stop fidgeting with the dent in your finger where your wedding ring used to be.

APPEARANCE

D3 SPECIALTY

- 1 Hardened
- 2 Married to the Job
- 3 Smokes

D3 NAME

- 1 Willem Novak
- 2 Foster Worth
- 3 Chaya Hoff

NAME

SPECIALTIES

ARCHETYPES





SKIMMER

Everybody but you knows that you're more kipple than cop. There's so much dirt under your nails, getting clean is an act of futility. Naivety. Screw 'em. Let them talk. If internal affairs could get you, they'd have cuffed you by now. Fact is, they need you. Sure, there's more cream than caffeine in your cup. Skimming is a slippery slope, and few would call you graceful. But you're still a damn good cop, and when trash needs taking out, you're the only one willing to get dirty. If you're lacking evidence, maybe you'll plant some. If somebody isn't talking, maybe you'll make them. You owe half the city and the other half owes you. So if the case conveniently settles a debt or squashes ants hoarding all the crumbs, all the same so long as the paperwork is filed in triplicate. And you have flawless penmanship when covering your own ass. This city doesn't play fair. Why should you? So what if you've got a side hustle? Who cares if special interests can buy your protection like a side of fries? Your way of life ain't cheap, and last you checked, banks don't accept good intentions as collateral.

KEY ATTRIBUTE: Empathy

KEY SKILLS: Firearms, Connections, Manipulation

CHINYEN POINTS: D12

FAVORED GEAR: Rare cigars

D3 APPEARANCE

- 1 What? I got mustard on my face or somethin'?
- 2 People can tell what you're getting up into by what you smell like. Sometimes good. Sometimes bad. But you always smell like something.
- 3 You look like you live off shitty coffee, shitty takeout, and shitty people. And you're in your prime.

APPEARANCE

D3 SPECIALTY

- 1 Cashflow
- 2 Kickbacks
- 3 Sycophant

SPECIALTIES

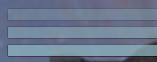
D3 NAME

- 1 Tanner Rigo
- 2 Mirren Smythe
- 3 Dino Esposito

NAME

ARCHETYPES





CHAPTER
03

SKILLS & SPECIALTIES

"More human than human is our motto."

Roleplaying is a conversation. The Game Runner sets the scene, you describe what you do, the Game Runner tells you how NPCs react – and then you respond. And so on, back and forth. The story grows one step at a time.

The world of Blade Runner is a dangerous place of desperate conflict and contrasts. Sooner or later things will come to a head, a point of no return, a conflict that cannot be settled by just talking it through. Then it's time to break out the dice and use one of your skills.

Skills represent broad fields of knowledge and abilities that you have acquired during your life. To enhance specific types of expertise, a range of specialties representing unique tricks and talents give you a way to fine-tune your character.

THE CORE SKILLS

- ▣ Close Combat (Strength)
- ▣ Force (Strength)
- ▣ Stamina (Strength)
- ▣ Firearms (Agility)
- ▣ Mobility (Agility)
- ▣ Stealth (Agility)
- ▣ Medical Aid (Intelligence)
- ▣ Observation (Intelligence)
- ▣ Tech (Intelligence)
- ▣ Connections (Empathy)
- ▣ Manipulation (Empathy)
- ▣ Insight (Empathy)
- ▣ Driving (Maneuverability)

ROLLING DICE

"I need the old Blade Runner, I need your magic."

There are a total of thirteen core skills in the game, and they are all described later in this chapter. Twelve of the skills are connected to one of your core attributes: Strength, Agility, Intelligence, or Empathy. One skill (DRIVING) is instead connected to the Maneuverability attribute of your vehicle.

When you perform an action, you first describe what your character does or says. Then you grab two dice – one for your skill level and another for the base attribute that is connected to the skill. These two dice are called your Base Dice.

The type of Base Dice to roll depends on your levels in the skill and attribute, see the table below. Then roll your two Base Dice together.

BASE DICE

LEVEL	DIE TYPE
A	D12
B	D10
C	D8
D	D6

THE MEANING OF SUCCESS

To succeed with your action, you must roll 6 or higher on at least one Base Die used in the roll. A roll of 6 or higher is called a success, and is marked in the rules with the eye symbol . A roll of 10 or higher on a single die (only possible with a D10 or D12) counts as two .

CRITICAL SUCCESS: If you roll two or more  with your Base Dice combined, you have achieved a critical success – you reach your stated goal, but also gain some additional bonus effect, depending on the situation and the skill used.

In combat, critical successes can increase the damage done and inflict critical injuries. For other skills, the effect

of a critical success is indicated by the Case File, or you can suggest a bonus effect yourself. The Game Runner has final say. Some suggestions:

- ▣ You act quickly.
- ▣ You act quietly.
- ▣ You help another character.
- ▣ You impress someone.
- ▣ You discover something unexpected.

MULTIPLE SUCCESSES: Rolling three or even more  generally only matters in combat, where each additional  will increase the damage done by one point.

THE ART OF FAILURE

If you roll no , something goes wrong. For some reason, you failed to achieve your goal. Feel free to elaborate on why with the help of the Game Runner. They might even let a failed roll have further consequences to move the story forward in a dramatic way.

Failure must not stop the story completely. Even when you fail, there must be a way forward – perhaps at the cost of additional time, risk, or chinyen, but still a way. The Game Runner always has the final say regarding the consequences of failure in a particular situation.

You have one last chance if you really need to succeed – you can push the roll.

EXAMPLE

JN7-4.79 "Jane" has been taken captive after an ambush in an alleyway and finds herself tied to a chair in a dingy hotel room. She tries to break loose using FORCE. Jane has Strength B and FORCE D, so she rolls a D10 and a D6. This has a decent success chance, but the roll is unlucky and fails. The ropes around her wrists won't budge.

DESCRIBE YOUR ACTION

You create a story together in the Blade Runner RPG, and a dice roll is a dramatic peak. First you should describe what you are trying to achieve, so that everyone knows what is at stake. Then you roll your dice. Interpret the result and describe what happens. Describe what you do, what you say, or what you are thinking. Do it yourself, don't wait for the Game Runner. They should only stop you if you go beyond the results you have rolled.

PUSHING YOUR ROLL

Your initial skill roll reflects a safe and controlled action. If you fail your initial roll, or if you want additional , you can lean into the action, giving it everything you've got, pushing yourself to the limit.

This is called pushing the roll, and lets you re-roll any Base Dice that doesn't show the result of 1 (i.e., the  symbol). You can re-roll D10s or D12s showing a single  in order to get more , but it's a risky move. You cannot change back to the previous result. All dice count after the re-roll, even the dice you didn't re-roll.

DAMAGE & STRESS: Pushing comes with a risk. Each time you push a roll, you immediately suffer one point of damage (if you rolled for Strength or Agility) or one point of stress (if you rolled for Intelligence or Empathy) for each  you rolled on your Base Dice. All dice count, even any  in your initial roll. If this damage or stress makes you Broken, this happens after the action is resolved. Read more about damage and stress in Chapter 4.

PASSIVE ROLLS: You can only push skill rolls when you actively perform an action. When passive or unaware, for example when rolling OBSERVATION to see if you spot a sneaking enemy, you cannot push the roll.

ONLY ONCE: Humans can only push a skill roll once. If you don't succeed on your second try, you are stuck dealing with the consequences. Replicants can push twice – more on that below.

WHAT PUSHING MEANS: How a pushed roll plays out in story terms depends on what skill you are using. It can take the form of a great physical exertion, total mental focus, or emotional strain.

REPLICANTS work a little differently from humans when pushing dice rolls, in two very important ways:

- ☒ Replicants always suffer stress instead of damage when pushing dice rolls and rolling  – even when rolling for Strength or Agility.
- ☒ Replicants can push a roll twice, not just once.

EXAMPLE

Jane won't give up. She tears at the ropes with everything she's got, pushing the roll. Again, she fails, and what's worse, the D6 comes up . As she is a Replicant, she suffers a point of stress instead of damage. Jane screams in frustration as the bonds tear into her wrists. Due to being a Replicant, Jane can push the roll a second time. She can only re-roll the D10, as the  on the D6 must stay. She does so, and this time the D10 shows a double  (a 10) – a critical success! The Game Runner decides that as Jane finally breaks loose, she falls to the floor, and happens to spot something under the bed in the hotel room. It looks like a photograph.

CHANCE OF SUCCESS

When you roll dice, it can be hard to predict the chance of success. The table below shows the chance of success when rolling with all possible combinations of dice. The table for pushed rolls shows the chance when pushing.

CHANCE OF SUCCESS, INITIAL ROLL

ATTRIBUTE/ SKILL	D6	D8	D10	D12
—	17%	38%	50%	58%
D6	31%	49%	59%	65%
D8	49%	61%	69%	74%
D10	59%	69%	75%	79%
D12	65%	74%	79%	82%

CHANCE OF SUCCESS, PUSHED ROLL

ATTRIBUTE/ SKILL	D6	D8	D10	D12
—	31%	62%	75%	82%
D6	52%	74%	83%	88%
D8	74%	85%	90%	93%
D10	83%	90%	93%	96%
D12	88%	93%	96%	97%

GROUP ROLLS

When you face a challenge together with the other PCs, don't roll dice separately. Instead, you decide who among you is best suited to take on the challenge. The others may help this person (see next page) if it's relevant to the situation. If the roll fails, it counts as a failure for all of you – you are not allowed to try once per person. This rule does not apply in combat, where each PC acts independently.

ADVANTAGE / DISADVANTAGE

Normally, the Game Runner doesn't assess how difficult an action is. You only roll dice in challenging situations – period. But sometimes, the Game Runner might want to underscore that external factors either help or hinder an action. They can then impose an advantage or a disadvantage to your roll.

- ▣ When you have an advantage, you add a third Base Die to your roll, of the same type as your lower die. This means you'll be rolling three dice instead of two, counting all . You can push the roll normally.
- ▣ When you have a disadvantage, you must remove your lower Base Die. This means you'll be rolling just one die instead of two. You can push the roll normally.

There are situations when advantages and disadvantages are specified by the rules, and sometimes it's specified in a Case File. Some specialties can also give you an advantage in certain situations.

CUMULATIVE: If you have both an advantage and a disadvantage on the same roll, they cancel each other out. If you have several advantages or disadvantages, one advantage cancels out one disadvantage.

ONLY ONE: After balancing advantages against disadvantages as per above, you can never roll for more than one advantage or disadvantage – if you have several, it still counts as just a single one.

KEY MEMORIES

Once per game session, you can use your key memory for a skill roll. This automatically gives you an advantage on that roll. You need to explain how the memory helps you in that particular situation, but the Game Runner should be lenient. You can even activate your memory after your

initial roll, before you push the roll, adding an extra die to the roll. However, if you fail the skill roll despite using your key memory (and pushing), you immediately suffer one point of stress. Read more about key memories on page 030.

DON'T ROLL TOO OFTEN

It's hard to succeed in this game. If you don't stack the odds in your favor, there is a great risk of failure. With that in mind, you should never roll dice unless necessary. Save the dice for dramatic situations or tough challenges. In any other situation, the Game Runner should simply allow you to perform whatever action you wish.

OPPOSED ROLLS

Sometimes, rolling a  isn't enough to succeed with your skill roll. In some cases, you must beat your opponent in an opposed roll. To win an opposed roll, you must roll more  than your adversary. Every  rolled by your adversary eliminates one of your . Only you (the active party) can push your roll – and you can decide to do so even after your opponent rolls.

Sometimes you and your adversary roll for different skills, sometimes the same. Opposed rolls are used in close combat. They can also be used when you roll MANIPULATION versus INSIGHT to influence someone who is actively trying to resist you or STEALTH versus OBSERVATION to move undetected past a vigilant guard.

The Game Runner can also use opposed rolls in any case when they deem it appropriate, and might even roll for you secretly when you are the passive party in an opposed roll.

TIES: If you and your opponent roll the same number of , the result is a tie. Typically, your action will fail if you roll a tie as the active party in an opposed roll, but in some cases like close combat, ties have specific effects. If a tie needs to be broken, re-roll the opposed roll to determine the outcome.

EXAMPLE

On Nightclub Row, JN7-4.79 "Jane" is questioning Taffy Lewis, the proprietor of the Snake Pit bar, about a suspected N-8 Replicant seen there. Taffy is actively resisting Jane's questions, and the Game Runner decides that this is an opposed roll. Jane has Empathy C and MANIPULATION D, giving her a D8 and a D6 to roll. Taffy has B in both Empathy and INSIGHT, giving him two D10s. Social interactions are not Jane's forte, and the odds are not in her favor. She rolls one  but so does Taffy, so no luck. Jane pushes the roll, threatening Taffy with checking the licenses for his business. She rerolls the die not showing , and gets lucky – a second  is rolled! Through gritted teeth, Taffy relents and tells Jane what he knows.

HELP FROM OTHERS

Another PC or NPC can help you succeed at a skill roll. This gives you an advantage on the roll, but instead of doubling your lowest Base Die, the helper contributes their Base Die for their skill level (not the attribute) to your roll.

Helping must be declared before you roll your dice. It must also make sense in the story – the individual helping you must be physically present and have the capacity to support your action. The Game Runner has final say.

EXAMPLE

Later, JN7-4.79 "Jane" and her Blade Runner partner, old-timer and Cityspeaker Resch, are canvassing the crowds at Hawker's Circle for witnesses. This is a CONNECTIONS roll. With level B in the skill compared to Jane's C, Resch takes the lead. He also has Empathy A and thus rolls a D12 and a D10. Jane helps out, giving him an advantage. She has C in CONNECTIONS and thus adds a D8 to Resch's roll.

NPCs AND SKILLS

Non-player characters use skills in the same way as player characters, and the Game Runner rolls dice for them. NPCs only rarely push rolls however – the Game Runner should save this for key NPCs in important situations.

Additionally, the Game Runner should only roll dice for actions that affect a PC directly. For example, if an NPC is attacking a PC or attempting to save them. When an NPC performs an action that does not directly affect a PC, the Game Runner can simply decide what happens.

In NPC stat blocks, only skills at level A to C are listed. Just like PCs, NPCs have level D in all unlisted skills.

GEAR

With many skill rolls, you can use gear. Gear can take the form of a weapon in combat, a Glue medical adhesive to heal a wound, or a Voight-Kampff machine to detect a Replicant. You will find weapons and other

gear listed in Chapter 8. In some cases, a piece of gear is needed to be able to perform a particular action at all. In other cases, gear gives you an advantage to your skill roll.

THE SKILLS

CLOSE COMBAT (STRENGTH)

The world of Blade Runner is a violent place. Sometimes, you need to fight for your life, hand-to-hand with your opponent. Roll for this skill when you attack someone or defend yourself in close combat. Read more about close combat and damage in Chapter 4.

FORCE (STRENGTH)

Being a Blade Runner is rarely about using brute force, but sometimes you have no other choice. When something heavy or solid blocks your way and you need to lift, push, or break it, roll for FORCE. Use this skill for any feat of strength.

STAMINA (STRENGTH)

Whether on the mean streets of LA or out in the Kipple wasteland, the world of 2037 will push you to your limits. When your physical endurance or vigor is tested, roll for STAMINA. For example, this skill is used to survive under water or to resist a deadly poison. You also roll STAMINA to stay alive when you have suffered a lethal critical injury.

MOBILITY (AGILITY)

When the heat is on, you need to move fast. Roll for MOBILITY when you want to perform any action that requires speed or motor control – be it a risky climb, a dangerous jump, or a rooftop chase after a fleeing enemy. Read more about foot chases in Chapter 4.

GROUP STEALTH

When you and other characters in a group sneak side by side, don't make individual STEALTH rolls to stay undetected. Instead, only the PC with the lowest skill level rolls, and the result applies to the whole group.

STEALTH (AGILITY)

Staying hidden and moving silently can be the difference between cracking a case and suffering an untimely death. Roll for STEALTH when trying to sneak past someone, staying undetected, or picking someone's pocket. If your opponent is actively looking for someone, it's an opposed roll against their OBSERVATION.

When using STEALTH, each of the following external factors gives you an advantage on the roll:

- ☐ You blend into your surroundings.
- ☐ The area is dark or dimly lit.
- ☐ The area is crowded or noisy.
- ☐ Your opponent is distracted by something.
- ☐ You stay at LONG range or more.

Each of the following factors gives you a disadvantage on the roll:

- ☐ You stand out against the surroundings.
- ☐ There is nothing to hide behind.
- ☐ Your opponent knows you're coming.
- ☐ You try to move undetected into ENGAGED range.

FIREARMS (AGILITY)

With your PK-D Blaster or another firearm, you can take down your enemy from a distance without getting your hands bloody. Use the FIREARMS skill to fire all types of ranged weapons. Read more about ranged combat in Chapter 4.

TECH (INTELLIGENCE)

Programming computers, bypassing security systems, or using other types of advanced technology requires specialist knowledge. Roll for TECH for any challenging attempt to program, repair, decrypt, or otherwise manipulate any type of computer or communications technology.

MEDICAL AID (INTELLIGENCE)

As a Blade Runner, you run a significant risk of getting hurt. This is when the MEDICAL AID skill is useful. It can be used to get a Broken character back on their feet, or even save their life if they suffered a critical injury. Read more on page 071.

CONNECTIONS (EMPATHY)

The streets of LA are your hunting grounds and knowing them is key to doing your job. Roll for CONNECTIONS when you want to hear the word on the street about something, or when trying to find someone out there in the urban jungle. The Case File or the Game Runner will determine when a roll for CONNECTIONS can yield any useful information, and if so, what. Using the skill in this way will typically take a Shift to complete.

You can also use CONNECTIONS to request LAPD resources and to acquire gear on the black market.

OBSERVATION (INTELLIGENCE)

As a Blade Runner, your capacity for careful observation can be crucial to solve a case – and it can save your life on the street. The OBSERVATION skill has two main uses: to spot someone sneaking (opposed roll, see STEALTH) and to examine an area to find useful information.

GROUP OBSERVATION

When you and the other PCs roll OBSERVATION at the same time, you do not roll separately. Instead, only one PC rolls, and that result applies to the whole group. Who makes the roll is up to you.

MANIPULATION (EMPATHY)

Sometimes, you can make things go your way without resorting to violence. Instead, you trick or convince your opponents without drawing your weapon. For this, you use the MANIPULATION skill. If your opponent is actively trying to resist you, it's an opposed roll against their INSIGHT. Otherwise it's a straight roll.

Before you roll, you must state the stakes of the roll – what you want to achieve. What you ask of your opponent must be within reason. No NPC will agree to do anything you want or act directly against their own interests, no matter how good your roll is.

Conversely, you don't need to roll for simple requests that your opponent has no reason to resist, especially when you assert your authority as a Blade Runner. The Case File or the Game Runner has the final say on when MANIPULATION rolls can or need to be used.

BEING MANIPULATED: Generally, MANIPULATION is only used against NPCs, not PCs. When NPCs or other PCs try to talk you into something, it's up to you how you react.

INTERROGATION: When you interrogate a prisoner to gain information, roll against their STAMINA instead of their INSIGHT. You get an advantage to your roll for your opponent being held captive (see Negotiating Position on page 060). As opposed to normal persuasion, interrogation can be used against PCs – actually forcing you to disclose information, whether you as a player want to or not.

MANIPULATING A GROUP: When you want to MANIPULATE a whole group, you usually address the group's leader or spokesperson.

NEGOTIATING POSITION

Your chances of MANIPULATING someone are affected by your negotiating position. Each of the following factors gives you an advantage on the roll:

- ▣ Your request doesn't cost your opponent anything.
- ▣ Your opponent has suffered damage or stress.
- ▣ Your opponent is in custody or held captive by you.
- ▣ Your opponent is testifying in court.
- ▣ You have helped your opponent previously.
- ▣ You present your case very well (determined by the Game Runner).

Each of the following factors gives you a disadvantage on the roll:

- ▣ Your opponent must take a serious risk or make a sacrifice to help you.
- ▣ Your opponent has nothing to gain by helping you.
- ▣ You are testifying in court or as part of another official inquiry.
- ▣ You are held captive by your opponent.
- ▣ You are having trouble hearing or understanding each other.

INSIGHT (EMPATHY)

Being able to read other people and see through lies and bluffs is a key ability for a Blade Runner. Roll for INSIGHT to assess an NPC's mood. The Case File or the Game Runner has the final say on whether the situation at hand allows such an assessment.

If you succeed, the Game Runner must reveal the NPC's current, most powerful emotion – hate, fear,

contempt, love, etc. On a critical success, you can also determine if an NPC is lying – but not exactly what they are lying about or what the truth is.

The INSIGHT skill can also be used in opposed rolls to resist MANIPULATION, and by Replicants to perform Baseline Tests.

DRIVING (MANEUVERABILITY)

Be it a Spinner, a ground car, a motorcycle, or any other vehicle, the DRIVING skill is used to drive it. Roll for DRIVING when you attempt any difficult and dangerous

maneuver. How this skill is used in combat is described in more detail in Chapter 4.

SPECIALTIES

While attributes and skills give you the broad strokes of your competency, specialties represent specific areas of expertise. Specialties are unique tricks and talents that give you an edge and keep your adversaries guessing.

You can start the game with a few specialties (unless you are a rookie), and can learn more by spending Promotion Points. You can acquire some specialties more than once.

LIST OF SPECIALTIES

BODYGUARD: If someone within SHORT range of you is hit by an attack, you can dive in to take the hit for them. Roll for MOBILITY. It doesn't count as an action in combat. If you roll one or more  you take the hit instead. You can push the roll.

CASHFLOW: You have an off-the-books source of cash and thus get a Chinyen Point at the start of every Case File.

CONTROLLED: When rolling for a critical stress effect, you may re-roll the result once. If you do, you cannot go back to the earlier result.

COUNSELOR: Once per Shift, you can heal a point of stress from another character by talking to them for a few minutes. You cannot use this specialty on yourself.

FAST REFLEXES: You get to draw an additional initiative card at the start of combat. Choose the card you want to use.

GEARHEAD: You may choose a second type of favored gear (page 034).

GUTTER RAT: You can move to a new location in LA on foot without rolling CONNECTIONS (page 216).

HARDENED: Your maximum Resolve score is increased by 1. You can take this specialty up to three times.

HIP FLASK: It burns like hell in your gut, but once per Shift you can take a swig to heal a point of stress.

INSIDER: You get an advantage to all CONNECTIONS rolls to acquire gear or other resources from the LAPD (page 163).

INTERROGATOR: You get an advantage to all MANIPULATION rolls for extracting information from a prisoner or a witness in court.

KICKBACKS: You get an advantage to all CONNECTIONS rolls to buy or sell things on the black market (page 204).

KILLER: You can, if you want to, roll an extra Crit Die when inflicting a critical hit on a target and choose the result you prefer.

MARRIED TO THE JOB: You can go for four Shifts without Downtime before suffering stress instead of the normal three.

MARTIAL ARTS: You get an advantage to all CLOSE COMBAT rolls when fighting unarmed.

MERCIFUL: You can always, if you want to, reduce the Crit Die rolled for a critical injury to make your crits less lethal.

MUSICIAN: You get an advantage to all MANIPULATION rolls in situations where singing or playing an instrument is helpful. The Game Runner has final say.

ORIGAMI: You can fold a mean origami figure. This takes a few minutes and heals one point of stress, but can only be done once per Shift.

PEOPLE PERSON: You gain a second key relationship, with the same rules effects as your first.

PROTECTED: When you lose a Promotion Point due to any failures in your duties, roll CONNECTIONS. For every  rolled, the amount of points lost is reduced by one (to a minimum of zero).

SCIENTIST: You get an advantage to all TECH or MEDICAL AID rolls when making an assessment of any sort that requires knowledge of physics, biology, geology, forensics, or any other natural science.

SMOKES: They'll kill you in the end, but once per Shift you can light them up to heal a point of stress.

SNIPER: You get an advantage to FIREARMS rolls when firing a single shot (not full auto) at LONG range or more, from a hidden position.

SYCOPHANT: By constantly ingratiating yourself with your superiors you gain an additional Promotion Point at the end of each session.

TOUGH: Your maximum Health score is increased by 1. You can take this specialty up to three times.



CHAPTER
04

COMBAT
& CHASES

"Wake up! Time to die."

Being a Blade Runner is a dirty business, and sometimes you won't be able to avoid getting blood on your hands. This chapter covers any violent confrontation in the game, be it a fistfight, a shootout, a foot chase through the streets, or even an aerial Spinner battle.

Be warned, though – combat in this game will take a heavy toll on your character and could even kill you. Sometimes, backing off and calling for backup is the wiser option. Before getting into a fight, always ask yourself: Is it worth it?

ZONES & RANGE

"If taking you in is an option, I would much prefer that to the alternative."

MAPS & ZONES

A combat in the BLADE RUNNER RPG is typically played out using a map of whatever location your characters happen to find themselves fighting for their lives in. The map is divided into zones. A zone is typically a room, a corridor, or an area of ground.

How big a zone is can vary from a few steps across up to about 25 meters. A zone is smaller in a cramped environment than in open terrain. In official Case Files for this game, zones are indicated on location maps. In random encounters created on the fly, the Game Runner can make a quick sketch of the area or simply describe it.

LEAVING THE MAP

If your enemy runs away from the fight and you follow in hot pursuit, or the other way around, a chase ensues. These are played out without maps and follow special rules explained on page 081.

If you use a map for the combat, the chase is typically triggered when someone leaves the map.

BORDERS & LINE OF SIGHT

The border between two adjacent zones can be open or blocked by a wall. A blocked border can have a door, as indicated by the map, allowing movement between the two zones. Open borders don't block vision or movement. A blocked border generally blocks line of sight even if there is a door or hatch in it – unless you're actively standing by the doorway and peeking through.

RANGE CATEGORIES

The distance between you and your opponents is divided into five range categories. See the table below. Exact distances may vary depending on the environment.

RANGE	DESCRIPTION
Engaged	Right next to you
Short	A few meters away, in the same zone as you
Medium	Up to 25 meters away, in an adjacent zone
Long	Up to about 100 meters (four zones) away
Extreme	Up to about one kilometer

PLAYING WITHOUT MAPS

Although maps can be useful, you can always choose not to use them and let certain conflicts play out only in the "theater of the mind." This can be a good solution in close quarters conflicts between a small number of combatants.

ZONE FEATURES

Zones can have various features, which affect actions performed within them. Here are some examples:

CLUTTERED: The zone is filled with debris or machinery. You must roll **MOBILITY** when you move into the zone. Failure means you manage to get into the zone, but you fall down.

DARK: The zone is dark or filled with smoke. **OBSERVATION** rolls in the zone get a disadvantage. Ranged attacks into the zone also suffer a disadvantage and can't pass through the zone.

CRAMPED: A crawlspace or narrow tunnel. In a cramped zone, you can only crawl, not run. You also cannot move or shoot past individuals next to you against targets behind them.

ROUNDS & INITIATIVE

"Show me what you're made of."

THE ROUND

Combat is played out in Rounds, each roughly 5–10 seconds long. When combat begins, the first step is to determine who has the initiative. Do this before anyone rolls dice for an action.

DRAWING INITIATIVE

Grab the ten initiative cards included in the **BLADE RUNNER RPG Starter Set**. If you don't have access to these cards, a suit of any normal deck of cards works fine if you remove the face cards and count the ace as 1.

Each player taking part in the conflict, either voluntarily or involuntarily, draws a card and the Game Runner draws one card for each NPC (or group). This is called drawing the initiative. The number on the card determines the order in which you act in the conflict.

Participants act in order from lowest to highest number, beginning with card #1, until everyone has taken their turn. Place your initiative card by your character sheet, so everyone can see in which order you all act. The Game Runner places their initiative card(s) in front of them.

When all the participants in the combat have acted once, the Round is over, and a new Round begins. The round order remains the same throughout the whole conflict – drawing initiative is only done once, at the start of the first round.

SURPRISE

If you initiate combat with an attack that the Game Runner deems fully surprising, you automatically get the #1 initiative card in the first round. All other combatants – including others on your side – draw initiative normally. Also see Ambushes (page 067).

EXCHANGING INITIATIVE

During a fight, you can exchange your initiative card – and thus your initiative – with another player character or NPC, whose turn has not yet come up in the current Round (if such a character exists). This must be declared on your turn, before you perform any action.

The other character cannot resist this exchange, and must take their turn immediately. A character is not allowed to immediately exchange their initiative when just given a new one. They may, however, exchange this new initiative in the following Round.

HIDDEN INITIATIVE

As an alternative rule to create more uncertainty, you can keep initiative cards secret. The Game Runner then calls out initiative numbers, starting at #1, and each combatant shows their card and performs their actions once their number comes up. In this variant, the initiative must be drawn again at the start of each round.

YOUR TURN

The point in the initiative order at which you act is called your turn. The phrase “your next turn” means the next upcoming point in the initiative order at which you normally act, whether that happens to be in the current Round or the next Round (if your turn in the current Round has already passed). The phrase “your previous turn” means your latest previous point in the initiative order, whether it was in the current Round or the previous Round.

MARKING INITIATIVE: Once you have taken your turn in the Round, flip your initiative card over and place it face down on the table to make this clear to everyone. At the beginning of a new Round, all combatants flip their cards to the face-up side again.

Shadowing suspected N-8 Replicant AI Jarry through Hawker's Circle into a dark alley, Jane suddenly finds herself cornered by the large hulking man. They are in the same zone (i.e., at SHORT range). Both draw initiative cards. Jane draws the #8 while Jarry draws the #5. He has the initiative. However, he decides to let Jane make the first move to see her intentions, and exchanges initiative with her. She gets the #5 and must now act.

EXAMPLE

NPC INITIATIVE

For a group of NPCs with identical stats, the Game Runner can, if they want to, draw one initiative card for the group instead of one per individual. All the NPCs in that group act at the same point in the round order. In what order they act individually within the group is up to the Game Runner.

ACTIONS & MOVES

"He's a god-damned one-man slaughterhouse, that's what he is."

On your turn, you can perform one *action* and one *move*. An action is typically a skill roll, and a move is typically one zone of horizontal movement. See the lists of typical actions on the next page. Other actions can be listed in a Case File or suggested by yourself, with the Game Runner's approval.

When it's your turn to act, simply state what action and move you wish to perform and roll dice if needed to see if you are successful.

FREE ACTIONS

Standing up, dropping to the ground, taking cover, or shouting a few words are called free actions – they don't count toward your actions or moves for the round, but you can only perform them on your own turn.

NPC GROUP ACTIONS

A group of similar NPCs in the same zone can often perform the same action, such as moving together, seeking cover together, etc. For NPC group attacks, see Close Combat (page 068) and Ranged Combat (page 069).

HELPING OTHERS

If you wish to help another PC or NPC perform an action (page 057), it costs you your action for the Round as well – flip your initiative card over. You cannot help another character if your turn in the Round has already passed. You must state you are trying to help someone before any dice are rolled.

MOVEMENT

On your turn, you can make one move in addition to your action. A move allows you to go from one zone to an adjacent zone or between SHORT and ENGAGED range from someone in the same zone as you. Some important points on movement:

- ▣ You can perform your move before or after your action.
- ▣ You need to be standing to move, but if you are prone you can stand up at the start of your move – this is a free action, but can only be done on your turn.
- ▣ You can drop prone, take cover (page 069), or get into a vehicle at the end of your move. These are also free actions.
- ▣ You can jump over a low barrier or open (and move through) an unlocked door or hatch as part of a move. This requires no skill roll.
- ▣ As part of a move, you can even crash through a locked door, a plate glass window or a flimsy wall. This typically requires a FORCE roll, but this roll does not count as an action.
- ▣ If you have an active enemy at ENGAGED range, you need to roll MOBILITY when making a move – failure

will give your enemy a free close combat attack against you (page 068).

SPRINTING: You can make additional moves (as described above) in a single Round by using the sprint action. This will then count as your action for the Round, meaning you can perform no other action. Roll MOBILITY – for each  rolled, you can make one more move, in addition to your free move. If you fail the roll, you fall (before the second move) and cannot get up until your next turn.

CRAWLING: If you need to move while being prone, you must crawl. This works like a move but counts as your action for the Round. You can get up at the end of your crawl (free action).

VEHICLES: Movement for vehicles is handled differently. Read more on page 080.

CHASES: In chases, on foot or using vehicles, movement is also managed somewhat differently. See page 081.

COMBAT ACTIONS

ACTION	PREREQUISITE	SKILL
Sprint	Standing	Mobility
Crawl	Prone	—
Unarmed attack	—	Close Combat
Melee attack	Melee weapon	Close Combat
Grapple	Unarmed	Close Combat
Break free	Grappled	Close Combat
Shoot firearm	Firearm	Firearms
Careful aim	Ranged weapon	—
Throw weapon	Thrown weapon	Firearms
First Aid	Broken or dying victim	Medical Aid
Manipulate	Audible	Manipulation
Use item	Varies	Varies

AMBUSH

The key to winning a conflict is often attacking when your enemy least expects it. When you stalk someone to attack them unawares, it's called an ambush.

To perform an ambush, you first need to get into position, which requires a move and a STEALTH roll. If your opponent is actively looking for ambushes, it's an opposed roll against their OBSERVATION. If you want to ambush in close combat, you need to move into ENGAGED range, which gives you a disadvantage to your roll. If you stay at LONG range or more, you instead gain an advantage. If your roll fails, your opponent spots you – draw initiative.

EFFECT: If your ambush succeeds, you automatically get the #1 initiative card in the first round of combat. An ambush at Engaged range from the target (no matter if it's in close or ranged combat) gets an advantage. Also, your target cannot resist a close combat ambush attack (page 068).

CLOSE COMBAT

"Nothing is worse than having an itch you can never scratch!"

When you attack someone with your bare fists or a melee weapon, you use the CLOSE COMBAT skill. Close combat happens at ENGAGED range from your target. You can fight unarmed or use a weapon. A number of close combat weapons are listed on page 184.

To attack an opponent in close combat, you need to be standing on your feet. If you are prone, you must first use a move to get up. While you are prone, standing enemies get an advantage for all close combat attacks against you.

RESOLUTION

Close combat is dangerous, even for you as the attacker. Therefore, a close combat attack against an active and aware opponent is resolved as an opposed roll using CLOSE COMBAT. The winner of the opposed roll – even if it's the defender – hits the loser and inflicts damage equal to the weapon's base Damage rating. If the opposed roll is a tie, no one is hit. Remember that only you, the attacker, can push the roll, even after the defender has rolled.

CRITICAL HITS: If you roll two  more than your opponent, you inflict a critical injury on your target, and the damage inflicted is increased by one. Additional  in excess of your opponent's roll will increase the damage and the severity of the critical injury even more. Read more about damage and critical injuries on page 071.

SPECIAL ATTACKS: In close combat, you might want to achieve a different result than simply hurting your opponent. This must be declared before you roll any dice. You can choose a special attack even as the defender. If you win the opposed roll, you inflict no damage but instead achieve the desired result:

- ☐ You knock or pull a weapon or other object away from your opponent. You choose which. During combat, picking up a dropped object counts as a move.
- ☐ Your opponent falls prone.
- ☐ You pin your enemy in a tight clinch. See Grappling, to the right.

RESTRAINED & UNAWARE OPPONENTS: If your close combat opponent is restrained or unaware of you (see Ambushes, page 067), they cannot defend themselves and thus your attack is resolved using a straight CLOSE COMBAT roll (not an opposed roll) and you get an advantage to your roll.

CRIT DICE

Blunt close combat weapons (those that inflict crushing damage, see the table on page 184) don't have a specified Crit Die (page 071) – instead, the Crit Die of a blunt close combat attack is always equal to the Strength die type of the attacker (e.g., a D10 for a Strength B attacker).

GRAPPLING

If you grapple your opponent as a special attack in close combat, both you and your opponent fall to the ground. The opponent drops any weapon they were holding and cannot move. The only action they can perform is an attempt to break free – which is an action that succeeds if the opponent wins an opposed CLOSE COMBAT roll against you. While you are grappling, the only action you can perform (until you release your opponent) is a grapple attack. This works as a normal unarmed attack, but your target counts as restrained and thus cannot defend themselves.

FREE ATTACKS

In certain situations, you need to make a MOBILITY roll (no action) to avoid exposing yourself to a free close combat attack from your enemy. These situations apply:

- ☐ You move away from an active and standing enemy at ENGAGED range.
- ☐ You move past an active and standing enemy in the same zone.
- ☐ You stand up next to an active and standing enemy at ENGAGED range.
- ☐ You pick up something from the ground with an active and standing enemy at ENGAGED range.

If the MOBILITY roll fails, you still perform your move, but your enemy gets an immediate free close combat attack against you, resolved before your move. The free attack doesn't count as an action and you cannot defend yourself against it (i.e., it's resolved with a straight CLOSE COMBAT roll.)

EXAMPLE

Feeling threatened, Jane decides to attack Jerry in the alley. She spends her move to get into ENGAGED range, and then attacks him in close combat. This is an opposed roll. With Strength A and B in CLOSE COMBAT, Jane rolls a D12 and a D10 and gets two 🎯. Jerry has A in both. Rolling two D12s, he gets just one 🎯. Jane slams him and inflicts one point of damage. Since she only rolled one more 🎯 than him, it's not a critical hit. Jane could have pushed the roll, but decides not to as her Resolve is running low.

Next, on Jerry's turn in the Round, he attacks Jane and tries to grapple her. Again, an opposed roll is made. This time, both Jane and Jerry roll one 🎯, meaning the roll is tied. They struggle in the alley without anyone getting the upper hand. Jane can't push the roll as it's not her turn.

In the next Round, Jane goes first again, and moves in to take Jerry down. She rolls one 🎯 against his two 🎯. She decides to push the roll, re-rolling her die not showing 🎯, but no luck. Losing her temper, she decides to go for broke and pushes a second time. This time, she rolls a 🎲! Jerry turns the tables on her and slams her to the ground (instead of inflicting damage). Jane also suffers one point of stress from the 🎲.



RANGED COMBAT

"I'm right here, but you've gotta shoot straight!"

When you shoot at someone from a distance, roll for FIREARMS. You need to be able to see your target. You also need a ranged weapon, even if it's simply something to throw. The weapons tables in Chapter 8 describe a variety of firearms and other ranged weapons.

RANGE: The weapons tables in Chapter 8 indicate the minimum and maximum range of each weapon, indicating the range categories at which the weapon can be used effectively. You can use a weapon closer than the minimum range or one range category beyond the maximum range, but you then get a disadvantage to your roll. You never get a disadvantage for firing at a defenseless or unwitting enemy at ENGAGED range – instead, you get an advantage.

TARGET SIZE: Firing at a large target, such as a vehicle, gives an advantage to the attack. Firing at a small object, such as a small hatch or a hand-held item, instead gives you a disadvantage.

COVER: When bullets start flying, you'll do well to seek cover behind something sturdy. Taking cover behind something can be done as part of a move. Shooting at someone behind cover gives the shooter a disadvantage.

CAREFUL AIM: If you take your time to aim carefully before squeezing the trigger, you get an advantage to your attack roll. Aiming, however, is an action in itself. You cannot aim carefully and fire in the same Round. If you do anything else except shoot your weapon after you have aimed, or if you are hit by an attack, you lose the effect of the aim and you need to spend another action to aim carefully again.

UNSEEN TARGET: If you can't see your target (because of darkness or cover) but still have a good idea of where they are, you can still fire, but with a disadvantage. If the target is behind cover, the weapon must be able to penetrate the barrier – this is up to the Game Runner to determine.

RESOLUTION

Unlike close combat, ranged attacks are resolved with a straight FIREARMS roll. If you succeed, you hit and inflict damage equal to the weapon's base Damage rating on your target.

CRITICAL HITS: If you roll two , you inflict a critical injury on your target, and the damage inflicted is increased by one. Further additional  will increase the damage and the severity of the critical injury even more. Read more about damage and critical injuries on page 071.

CALLED SHOTS: You might want to achieve a different result than simply hurting your opponent. This must be declared before you roll any dice. If your attack roll succeeds, you inflict no damage but instead achieve the desired result:

- ☐ You pin down your enemy. They take one point of stress for every  you roll.
- ☐ Your target drops a weapon or another hand-held object. You choose which.
- ☐ Your opponent falls to the ground or is pushed back, for example through a door.

AMMO

As a Blade Runner, you are assumed to have the ammunition you need for your weapons. You simply don't need to count bullets in this game.

FULL AUTO FIRE

Weapons listed as fully automatic can fire long bursts of full auto fire. This counts as a normal ranged attack, but with a few differences:

- ☐ You gain an advantage to your roll.
- ☐ You immediately gain one point of stress.
- ☐ You can distribute any additional  you roll beyond the first to secondary targets within SHORT range of the primary target (i.e., in the same zone). The first  assigned to a secondary target inflicts damage equal to the Damage rating of the weapon, and further  assigned to a secondary target trigger extra damage and critical hits as normal.

On his turn, Jarry turns and runs, using his move to move to SHORT range and then a sprint action to move two more zones to LONG range (rolling two  on his MOBILITY roll). In the next Round, it's Jane's turn first. Using her move to get up, she then draws her blaster (no action) and fires. Jane is a crack shot with A in both Agility and FIREARMS, but LONG range is beyond the effective range for a Blaster, so Jane gets a disadvantage to her roll. Rolling just a single D12, she still gets two ! She hits Jarry for two points of damage and inflicts a critical injury.

EXAMPLE

DAMAGE

"You do not know what pain is yet. You will learn."

Harm to your character can come in two forms: damage and stress. Both are recorded using the check boxes on your

character sheet. We'll deal with damage first. How much damage you can take is determined by your Health rating.

SUFFERING DAMAGE

You can suffer damage in many ways. These are the two most common:

- ☐ **BY PUSHING A SKILL ROLL.** If you push a skill roll using Strength or Agility, you suffer one point of damage for each  rolled on your Base Dice – unless you're a Replicant, in which case you suffer stress instead. Armor has no effect against damage from pushing.

- ☐ **FROM ATTACKS.** Whenever you attack someone in combat, you inflict damage equal to the base Damage rating of the weapon, plus one additional point of damage for each extra  rolled beyond the first. The same goes for damage from explosions, fire, etc.

BROKEN BY DAMAGE

If you drop to zero Health, you are Broken by the damage. This means you fall down and are taken out of action. You can crawl and mumble through the pain, but you can't perform any other actions and you can't roll for any skills. You can't go below zero Health, but each further attack that causes damage triggers an automatic critical injury.

RECOVERY

Being Broken is not fatal in itself – only critical injuries can actually kill you. There are two ways to recover after being Broken, assuming you're not dead.

FIRST AID: Someone can help you recover by administering first aid to you, using the MEDICAL AID skill. Emergency medical gear such as the Glue medical adhesive (page 186) gives an advantage to the roll. If the roll is successful, you immediately regain Health equal to the number of  in the skill roll. Administering first aid to someone who isn't Broken has no effect.

ON YOUR OWN: If you're Broken and no one is around to help you, you automatically recover one point of Health after one Shift has passed.

As a Blade Runner, you need to blend in on the streets and bulky body armor is rarely practical, but can be used in tactical operations. A few types of armor are listed on page 184 in Chapter 8 – Tools of the Trade. Wearing body armor gives you a disadvantage to certain skill rolls, as indicated by the gear list. Donning or removing armor counts as an action in combat.

The effectiveness of a piece of armor is represented by its Armor rating, which goes from A to D just like attributes and skills. You can only wear one suit of armor at a time. When you take damage from an attack, roll two Base Dice of the type indicated by your Armor rating. Each  you roll decreases the damage suffered by one point. If the damage is reduced to zero, the armor also stops any critical injury.

Riot shields don't have an Armor level. Instead, they give a disadvantage to all attacks against you (ranged as well as close combat) from the front.

DOWNTIME & RECOVERY

Humans heal one lost Health point per Shift of Downtime, while Replicants heal two Health points per Shift of Downtime. Downtime means spending a Shift resting at your home, hitting a club, getting drunk, or whatever you need to do to rest, clear your head, and reset your system. For more on playing Downtime, see Chapter 9. You can recover Health and Resolve in the

same Shift. Critical injuries can still affect you after all your Health is restored.

MEDICAL AID: You can heal one addition point of Health in a Shift if you spend it getting medical care, even if you just visit a MedChecker kiosk (page 186). Painkillers and stimulants (page 186) can also speed up your recovery.

CRITICAL INJURIES

Normal damage points represent fatigue, bruises, and flesh wounds. Painful, to be sure, but not fatal. Critical injuries represent much more dangerous forms of injury – these can maim or kill you.

When you roll a critical success on an attack roll (i.e., two or more ) you inflict a critical injury. To determine the critical injury, roll the Crit Die of the weapon used in the attack, and look up the effect in the table for crushing

or piercing damage on page 073. Note that the most severe crits can only be triggered by weapons with a high Crit Die.

SEVERE CRITS: Rolling lots of  gives you control over which critical injury you cause. For each  rolled beyond what you need to trigger a critical injury, you get to roll an additional Crit Die (of the same type) and choose the result you prefer.

DEATH

If you suffer a critical injury listed as lethal, you must make a death save when the listed time limit has passed – one Round or one Shift. If the time limit is Round, make the roll on your next turn. The death save is not an action in itself.

A death save is a roll for STAMINA. You may roll even if Broken, but then you cannot push the roll. If you're not Broken, you can push the roll normally. If a death save fails, you die. If you succeed, you linger on, but you must make another death save when the listed amount of time has passed again.

STABILIZING CRITS: To stabilize a lethal critical injury and save your life, one or more MEDICAL AID rolls must be made. Advanced medical gear, such as that found in a hospital or even just a surgeon's field kit (page 186), gives an advantage to the roll. If you are not Broken, you can attempt to stabilize yourself, but with a disadvantage.

The MEDICAL AID roll takes the same amount of time to perform as the time limit of your critical injury (i.e., one Round or one Shift). If the roll succeeds, the time limit of your crit is increased by one category (i.e., from Round to Shift). When a crit with a time limit of a Shift is successfully treated, you no longer risk dying and you don't need to make any further death saves. If the MEDICAL AID roll fails, trying again is allowed – but only after another death save has been made.

BROKEN: If you are both Broken and have sustained a lethal critical injury (or several), two separate MEDICAL AID rolls are needed: one to recover Health points, and another to save your life. These two rolls can be made in any order.

INSTANT KILL: Note that some critical injuries will kill you outright. If you gain any of these, your character dies immediately. No death save is allowed. It's too bad you won't live – but then again, who does?

NPCs can be Broken in the same ways as PCs. An NPC can administer first aid to a PC and vice versa. However, dice are usually not rolled when an NPC aids another NPC. Instead, the Game Runner decides what happens. The Game Runner can also decide that a minor Broken NPC simply dies, perhaps after muttering a clue to the current case before expiring.

The Crit Die for Jane's blaster is a whopping D12. She rolls a 5, meaning Jarry is hit in the gut and bleeding badly. He now needs to roll a death save every Shift until given first aid. He's not Broken however, so he continues to run, with Jane in hot pursuit.

HANDLING DEATH

The death of a PC can be traumatic, but try not to see it as a failure. Instead, consider it a dramatic peak in your story and a moment to remember. A Blade Runner laying down their life in the line of duty. Or making the ultimate sacrifice to do the right thing.

If you're in the middle of a case, the player of a killed PC can take over an appropriate NPC to play for the remainder of the case or create a new PC immediately and have the replacement Blade Runner be introduced to the team right away.

Whether it happens immediately or for the next case you play, introducing a new Blade Runner to the team can create interesting new dynamics in the group.

HEALING CRITS

Each critical injury has a listed approximate healing time, for both humans and Replicants, and a specific effect that you suffer during the healing time. If you have several crits, they will heal simultaneously. Most crits will last for the remainder of a Case File.

At some point during the healing time, you need to be given medical care for at least a Shift. The person treating you must make a MEDICAL AID roll. Advanced medical gear, such as in a hospital, gives an advantage to the roll. If the roll succeeds, the crit effect is removed when the healing time has passed. If the roll fails, the crit effect becomes permanent – but see Medical Implants, below. If the healing time is listed as permanent, it can only ever be remedied with a medical implant.

MEDICAL IMPLANTS: Advanced medical implants can restore your full function even after very severe injuries. These are very expensive however – read more on page 193.

HEALTH POINTS: Note that you can recover all your lost Health points, but still suffer the effects of a critical injury.

CRITICAL INJURIES – CRUSHING

DIE ROLL	INJURY	LETHAL	DEATH SAVE	HEALING	EFFECT
1	Teeth knocked out	No	—	Week	Disadvantage to MANIPULATION rolls.
2	Broken nose	No	—	Week	Disadvantage to OBSERVATION rolls.
3	Broken fingers	No	—	Week	Disadvantage to FIREARMS and CLOSE COMBAT.
4	Gouged eye	No	—	Month	Disadvantage to FIREARMS and OBSERVATION.
5	Cracked ribs	No	—	Week	Disadvantage to MOBILITY rolls.
6	Concussion	No	—	Week	Disadvantage to OBSERVATION and TECH.
7	Broken leg	No	—	Month	You can't stand upright. Crawling is the only possible mode of movement.
8	Broken arm	No	—	Month	One of your arms cannot be used.
9	Internal bleeding	Yes	Shift	Week	Disadvantage to STAMINA and MOBILITY.
10	Broken neck	Yes	Shift	Permanent	You cannot move at all.
11	Shattered pelvis	Yes	Round	Month	You can't stand upright. Crawling is the only possible mode of movement.
12	Crushed skull	Yes	—	—	Instant death.

CRITICAL INJURIES – PIERCING

DIE ROLL	INJURY	LETHAL	DEATH SAVE	HEALING	EFFECTS
1	Ear shot off	No	—	Week	Disadvantage to all OBSERVATION rolls.
2	Hand impaled	No	—	Week	Disadvantage to FIREARMS and CLOSE COMBAT.
3	Pierced eye	No	—	Month	Disadvantage to FIREARMS and OBSERVATION.
4	Shoulder hit	No	—	Week	Disadvantage to MOBILITY and FIREARMS rolls.
5	Bleeding gut	Yes	Shift	Week	Any MOBILITY roll re-opens the wound.
6	Cracked skull	Yes	Shift	Week	Disadvantage to OBSERVATION and TECH.
7	Punctured lung	Yes	Shift	Month	Disadvantage to STAMINA and MOBILITY.
8	Brains blown out	Yes	—	Permanent	Instant death.
9	Massive internal organ damage	Yes	Round	Month	You can't stand upright. Crawling is the only possible mode of movement.
10	Shot in the heart	Yes	—	Permanent	Instant death.
11	Severed leg	Yes	Shift	Permanent	You can't stand upright. Crawling is the only possible mode of movement.
12	Shattered head	Yes	—	Permanent	Instant death.

STRESS & RESOLVE

"Shakes? Me too. I get 'em bad. It's part of the business."

Stressful experiences, such as getting shot at or witnessing harrowing scenes, can temporarily put you out of action or

even cause long term psychological damage. Stress reduces your Resolve, just like damage reduces your Health.

SUFFERING STRESS

You can suffer stress in several different ways:

- ▣ By pushing a skill roll. If you push a skill roll using Intelligence or Empathy, you suffer one point of stress for each  rolled on your Base Dice. Replicants also suffer stress (instead of damage) when pushing skill rolls using Strength or Agility.
- ▣ By going more than three Shifts without Downtime.

- ▣ From stressful situations. The Game Runner determines the Stress Factor of the event (i.e., the amount of potential stress it inflicts) from 1 to 3 (see the table to the right). You then make a roll for INSIGHT (not an action) – each  rolled eliminates 1 point of potential stress. You can push the roll, but at the risk of suffering even more stress if you get any  on the re-roll.



STRESS FACTORS

FACTOR	STRESS
Being threatened with violence	1
Seeing a friendly character suffer a lethal critical injury	1
Learning something distressing about the world or about yourself	1
Facing a person from your key memory	1
Seeing a friendly character die	2
Being interrogated	2
Learning something profound about the world or about yourself	2
Witnessing a massacre	3
Being tortured	3
Learning something that fundamentally changes who you are or how you view the world	3+

BROKEN BY STRESS

When you have suffered stress equal to or in excess of your Resolve rating, you are Broken by stress and suffer a critical stress effect – immediately roll one Base Die corresponding to your Empathy rating, and check the result in the relevant

table (below and on the next page). There is one table for humans and one for Replicants. The effect lasts until you have recovered at least one point of Resolve. Any further stress while already Broken by stress has no effect.

CRITICAL STRESS EFFECTS – HUMAN

DIE ROLL	STRESS EFFECT
1	TO LIVE IN FEAR. You're paralyzed by fear or indecision. You just can't force yourself to do anything at all, even to the point of putting your own life in jeopardy due to your inaction.
2	TOO BAD SHE WON'T LIVE. You break down in despair – roleplay this effect as appropriate for the situation. During the breakdown, you can move to safety, but you can't perform any action that would require a skill roll.
3	NO CHOICE, PAL. You surrender to whatever obstacle you are facing. In combat or conflict, you surrender to your adversary. In other situations, you just give up – see result #2 on this table.
4	TELL HIM I'M EATING. You lash out against a friendly or neutral character nearby. This could very well be another PC, and the row could even turn violent. The effect needs to be roleplayed.
5	TWICE AS QUIT. You can't take it anymore and just leave the scene, to go home, get drunk, get laid, or just wander the streets. You can't actively work on the case or make any skill rolls.
6+	SHAKES? ME TOO. You get the shakes, bad ones. You can continue to function, but with a disadvantage to all skill rolls, and no rolls can be pushed.

CRITICAL STRESS EFFECTS – REPLICANT

DIE

ROLL

STRESS EFFECT

- | | |
|----|---|
| 1 | LET ME TELL YOU ABOUT MY MOTHER. You must immediately attack the nearest person, friendly or not. You won't stop until you or the target is Broken. After the spree is over, see result #2 on this table. |
| 2 | TIME TO DIE. You lose the will to live, and simply collapse on the ground. You just can't force yourself to do anything at all, even to the point of putting your own life in jeopardy due to your inaction. |
| 3 | MORE HUMAN THAN HUMAN. You break down in complete despair – roleplay this effect as appropriate for the situation. During the breakdown, you can move to safety, but you can't perform any action that would require a skill roll. |
| 4 | WE'RE PHYSICAL. You perform some act of physical self-harm. It won't be lethal, but will typically inflict one point of damage. If this makes you Broken, roll a D6 Crit Die on the appropriate table. |
| 5 | I'VE SEEN THINGS. You feel a strong urge to connect to someone emotionally, to talk to someone. It can be anyone around you. Roleplay this effect as appropriate. You cannot make any skill rolls and you will not leave, unless your life is in immediate danger. |
| 6+ | TWICE AS BRIGHT. The stress pushes you forward to perform an extraordinary feat. You gain a bonus action that you can perform immediately, breaking the initiative order. You gain an advantage to the roll. After the action, see result #2 above. |

PULLING YOURSELF TOGETHER

Similarly to damage, there are two ways to pull yourself together after being Broken by stress, and thus lose your critical stress effect:

A HELPING HAND: Another PC or NPC talking to you (even if via your KIA) can help you come to your senses by making a MANIPULATION roll. This counts as an action in combat. If the roll is successful, you recover immediately, regaining Resolve equal to the number of  in the skill roll. Helping someone who isn't Broken has no effect.

ON YOUR OWN: If you're Broken by stress and no one is around to help you, you automatically recover one point of lost Resolve after a Shift has passed.

Resch has just about had it. After two days on a case and no Downtime, his Resolve is down to 1. Trying to lean on an informant in a noodle bar for some information, Resch rolls MANIPULATION. Failing the roll, he pushes – and rolls a . Losing his final point of Resolve, he is Broken by stress and needs to roll for a critical stress effect. With Empathy B he rolls a D10, getting a 5 – Twice as Quit. Snubbed by the informant, Resch has had enough and takes off into the night, case be damned. He must now take a Shift of Downtime to recover a point of Resolve before he can work the case and make skill rolls again.

EXAMPLE

DOWNTIME & RECOVERY

Assuming nothing blocks your recovery, you recover one lost point of Resolve in a Shift of downtime – humans and Replicants alike. Downtime means spending a Shift resting at your home, hitting a club, getting drunk, or whatever you need to do to rest, clear your head, and reset your system. For more on playing Downtime, see Chapter 9. You can recover Health and Resolve in the same Shift. Stimulants (page 186) can speed up your recovery.

SIGNATURE ITEM: If you carry your signature item with you, you can once per game session use it to immediately recover one point of Resolve, without the need for Downtime. You cannot use your signature item while already Broken, however.

PERMANENT LOSS OF RESOLVE

When recovering a point of Resolve, no matter how, you must roll one Base Die corresponding to your Empathy rating. If you roll  (a one), the point of Resolve is permanently lost, meaning your maximum Resolve is reduced one step. Indicate this on your character sheet.

If you permanently lose your final point of Resolve, the critical stress effect you most recently suffered becomes permanent – effectively meaning your Blade Runner needs to be retired as a PC. Time to make a new character.

BASELINE TESTS

When a Replicant is Broken by stress and if this become known to their superiors, they are typically forced to take a Baseline Test. For more on these, see page 177.

OTHER HAZARDS

"Pain reminds you the joy you felt was real."

FALLING

Falling on a hard surface automatically inflicts an amount of damage equal to the height of the fall (in meters) divided by two, rounding down. In a controlled jump, roll MOBILITY – each  rolled reduces the damage done by one.

Falling inflicts crushing damage. If the victim is Broken by the fall, they also suffer a critical injury. The height of the fall in meters indicates the die size of the Crit Die, rounding up to the nearest die size to a maximum of a D12 (i.e., a seven-meter fall will cause three points of damage and have a D8 Crit Die). For each point of damage in excess of making the victim Broken, roll an extra Crit Die and use the higher result.

EXPLOSIONS

The force of an explosion is measured in Blast Power. For each person within SHORT range of the blast (i.e., in the same zone), roll two Base Dice of the type corresponding to the Blast Power. See the table to the left, which also indicates the base Damage rating of the explosion.

The roll cannot be pushed. If one or more  is rolled, the target is hit by the blast. The damage done is increased by one for each additional  rolled beyond the first. Victims at ENGAGED range from the detonation suffer one extra point of damage (a minimum of one point).

A number of different types of grenades and charges are listed on page 185 of Chapter 8 – Tools of the Trade.

CRITS: If two or more  are rolled for the explosion, the victim suffers a critical injury. Most explosions cause piercing damage, but some cause crushing damage. The Crit Die of an explosion always corresponds directly to the Blast Power.

EFFECT RADIUS: Powerful charges, with a Blast Power of A or B or more, can harm people even at MEDIUM range (i.e., adjacent zones) if nothing blocks the blast. The Blast Power is then reduced by two steps. If there are many people within MEDIUM range of the blast, the Game Runner can simplify the process by rolling once and applying the result to all victims.

EXPLOSIONS

BLAST POWER	DICE	DAMAGE	CRIT
A	2×D12	4	D12
B	2×D10	3	D10
C	2×D8	2	D8
D	2×D6	1	D6

FIRE

A fire is measured in its Intensity, ranging from A to D (just like a skill level), where A is the most intense. A typical fire has Intensity C. When exposed to fire, roll two Base Dice of the type corresponding to the Intensity. For every  rolled, you suffer one point of damage.

If you take damage, you catch fire and continue to burn. When burning, you suffer another attack each round, at your turn in the initiative order. The Intensity increases by one each round, up to a maximum of A. As soon as a fire

attack inflicts no damage, the fire goes out by itself. You, or a friend at ENGAGED range, can put out the fire with a successful MOBILITY roll (counts as an action).

CRITS: Fire doesn't cause normal critical injuries.

Instead, if you are Broken by fire damage, or suffer fire damage when already Broken, you must make a death save on your turn every Round until you die or you are saved by a MEDICAL AID roll.

DROWNING

With swimming pools reserved for the ultra-wealthy, and large bodies of clean water virtually non-existent, few people in Los Angeles of 2037 have ever had the opportunity to learn how to swim. For this reason, it is assumed that characters also lack this knowledge.

If, by choice or not, you end up in deep water, you need to make a MOBILITY roll every Round. This roll is not an

action and is made at your turn before you perform your actions. If you fail, you suffer one point of damage. If you are Broken when drowning, don't roll for a critical injury. Instead, you must make a death save each Round, until you die or you are saved – by being brought to the surface and making (or having someone else make) a successful MEDICAL AID roll (counts as an action).

VEHICLE COMBAT

"Fire again. Fire again. Fire. Two hundred feet to the east. Fire."

A wide range of vehicles, both aerial Spinners and ground varieties, are used to get around LA. You'll find a selection of vehicles described in Chapter 8.

Driving under normal circumstances requires no dice rolls, but more advanced maneuvers require DRIVING rolls. Use the MANEUVERABILITY rating of the vehicle instead

of your AGILITY. When pushing DRIVING rolls, any  rolled inflict stress, not damage.

Entering, exiting, mounting, or dismounting a vehicle can be done as part of a move and is thus not an action in and of itself.

VEHICLE ATTRIBUTES

PASSENGERS: The number of people that can ride in the vehicle, in addition to the driver.

MANEUVERABILITY: This rating is used as the base attribute for all DRIVING skill rolls with this vehicle. Fast and agile vehicles have higher MANEUVERABILITY than slow and heavy ones.

HULL: How much damage the vehicle can take before becoming Wrecked.

ARMOR: The Armor rating of the vehicle.



VEHICLES IN COMBAT

When operating a vehicle in combat, you can make one move just like on foot, but you cannot seek cover with a vehicle. To break through barriers as part of a vehicle move (assuming the Game Runner deems it possible), roll DRIVING instead of FORCE.

SPEEDING: Corresponding to sprinting on foot (page 067), you can use the speeding action to make additional moves in the same Round with a vehicle.

VEHICLE WEAPONS: Some vehicles are fitted with mounted heavy weapons, fired by the crew (or the driver, assuming they are not speeding). You'll find a list of vehicle weapons on page 201.

RAMMING ENEMIES: Most vehicles can be used as weapons (i.e., to simply run your target over). It counts as a close combat attack but roll for DRIVING instead of CLOSE COMBAT. This roll can be combined with the speeding action above, but that will make the DRIVING roll an opposed roll, meaning that the effectiveness of the speeding might be reduced. The base Damage rating of the attack equals your vehicle's Hull rating divided by two, rounded up.

Ramming vehicles inflict crushing damage and the Crit Die has a die size equal to the Hull rating, rounded up to the closest die to a maximum of D12 (i.e., a vehicle with Hull 9 has a D10 Crit Die).

DAMAGE TO VEHICLES

Vehicles suffer damage just like people. When a vehicle has suffered damage equal to or in excess of its Hull rating, it is Wrecked. This means that the vehicle is inoperable – you'll need to keep going on foot.

ARMOR: Most vehicles have an Armor rating. Vehicle armor works just like body armor – roll two Base Dice of the type indicated by the Armor rating. Each  rolled decreases the damage by one point. If the damage is reduced to zero, the armor also stops any critical damage.

CRITICAL DAMAGE: Vehicles suffer critical damage just like individuals. However, a different table for critical hits is used – see the next page.

PASSENGERS: The driver and passengers in a vehicle can be hit by critical damage to a vehicle. If they are visible, they can also be targeted directly by a ranged attack. In a ground car, this counts as cover and gives the shooter a disadvantage. A person riding on a cycle of some kind can be targeted without disadvantage.

SPINNERS

Spinners and other aerial vehicles are handled in much the same way as ground vehicles, with some exceptions:

ALTITUDE: At all times, you must keep track of the Spinner's altitude, measured in zones. When making a move, you can either move vertically or horizontally, but not both.

CRASHES: If a Spinner is Wrecked, it crashes violently to the ground. All people inside suffer D3 points of falling damage plus one for each zone of altitude, mitigated by the vehicle's Armor rating. You can also brace yourself for the hit by rolling MOBILITY – each  rolled reduces the damage by one.

REPAIRS

Repairing damage to a vehicle requires one or several TECH rolls. One roll can be made per Shift. Only one person can roll to repair the hull, but others can help. Each  rolled removes one point of damage. If the vehicle was Wrecked, it is no longer considered Wrecked once one point of damage has been repaired.

COMPONENT DAMAGE: If the engine or a mounted weapon has been disabled due to a critical hit, repairing it typically requires a TECH roll, in addition to any roll for repairing hull damage. The work takes one Shift.

CRITICAL VEHICLE DAMAGE

D12	DAMAGE	EFFECTS
1	Ricochet	The attack bounces off the vehicle and strikes another random target in the same zone, inflicting the same damage to it.
2	Skid	The vehicle skids severely. The driver must make an immediate DRIVING roll (not an action) – failure means that the driver loses their next turn, and is unable to perform any moves, actions, or maneuvers.
3	Windshield Shattered	The windshield of the vehicle is shattered, reducing the MANEUVERABILITY of the vehicle one step, to a minimum of D.
4	Driver Hit	The driver is hit and suffers damage equal to the damage inflicted on the vehicle, and a critical injury.
5	Passenger Hit	A random passenger is hit and suffers damage equal to the damage inflicted on the vehicle, and a critical injury. Re-roll if no passengers are present.
6	Wheel/Thruster Blown	A wheel or thruster on the vehicle is blown out, giving a disadvantage to all DRIVING rolls.
7	Severe Spin	The attack rocks the vehicle. The driver must make an immediate DRIVING roll (not an action) – failure means that the vehicle crashes and is automatically Wrecked. Each passenger then suffers D3 points of falling damage plus one for each zone of altitude, mitigated by the vehicle's Armor and a MOBILITY roll (no action).
8	Fuel Fire	The vehicle catches fire. The vehicle and everyone inside is exposed to Intensity C fire.
9	Weapon Disabled	A random weapon mounted on the vehicle is disabled. Re-roll if no weapons are present.
10	Massive Crash	The vehicle careens out of control and crashes violently. It is automatically Wrecked, and each passenger suffers D6 points of falling damage plus one for each zone of altitude, mitigated by the vehicle's Armor and a MOBILITY roll (no action).
11	Engine Disabled	The engine is disabled, and the vehicle can't continue. A Spinner can make a controlled landing, losing one zone of altitude per Round.
12	Explosion	The vehicle explodes in a ball of flame. Everyone inside is exposed to a Blast Power B explosion, and the vehicle is destroyed beyond repair.

CHASES

"I'm going to give you a few seconds before I come. One, two. Three, four."

The rules so far in this chapter mainly deal with a stand-up fight between two parties, each bent on beating the other. A different type of confrontation, at least as common for a Blade Runner, is the chase – pursuing a suspect through

the bustling streets of LA or running for your life in the gutter. Chases can be on foot or use vehicles. This section describes how it works.

STARTING THE CHASE

A chase can either start directly from a role-playing situation, or it can follow directly after combat if someone runs off and leaves the combat map.

In either case, the Game Runner declares that a chase is now in progress and decides the starting range between the participants, using the table on page 064 as a reference, up to a maximum of LONG range. Distances in a chase are measured only in range categories (not zones).

Most chases are between just two parties – the pursuer and their prey. For guidelines on using multiple participants, see the sidebar on the next page.

RESOLUTION

Chases are played out in Rounds just like combat, but no initiative is drawn and both moves and actions are not performed. Instead, each participant gets one maneuver (described below) each Round, chosen in secret and then revealed, while the Game Runner randomly generates obstacles to place in their way. Obstacles can be drawn using the Chase Obstacle cards in the BLADE RUNNER RPG Starter Set or rolled up using the tables on the following pages.

The following procedure is used each Round of the chase:

1. Each participant selects a maneuver, in secret.
2. The Game Runner randomly generates an obstacle and reveals it.
3. The pursuer and prey both reveal their maneuver.
4. Maneuvers are resolved, with the prey going first and the pursuer last.

A player or NPC is allowed to cancel a planned maneuver, but no other maneuver may be chosen instead – the participant simply does nothing in the Round.

CHASE MANEUVERS

MANEUVER	ELIGIBILITY	SKILL	EFFECT
Pursue/ Flee	Pursuer/prey	Mobility [Driving]	Decrease/increase range to opponent one step per . Immediate close combat attack against prey if range becomes ENGAGED at end of Round. Chase over if range exceeds EXTREME at end of Round.
Hide	Prey	Stealth [Driving] vs. Observation	Chase over or ambush attack against pursuer. Can only be done at MEDIUM range or more. Disadvantage at MEDIUM range, advantage at EXTREME.
Block	Prey	Force [Driving]	Increase range one step, pursuer must roll Force [Driving] or cancel their maneuver.
Cut Off	Pursuer	Mobility [Driving] vs. Mobility [Driving]	Range becomes Engaged, immediate close combat attack against prey. Disadvantage at LONG range or more.
Stand and Shoot	Pursuer/prey	Ranged Combat	Ranged attack.
Other	Pursuer/prey	Varies	Varies.

RUNNERS VS VEHICLES

If one participant in a chase is running while the other is in a vehicle, the chase rules work normally – just use the applicable skill for each participant (MOBILITY/DRIVING). In a bustling street environment, it's not necessarily faster to be driving, but

the driver will be more protected. However, in a more open environment where the greater speed of a vehicle comes into play, the participant in a vehicle gets an advantage to all Pursue/Flee rolls in a chase against an opponent on foot.

CHASE MANEUVERS

In each Round of a chase, each participant can perform one maneuver, all described below. The maneuvers are chosen secretly – either using the Chase Maneuver cards in the BLADE RUNNER RPG Starter Set or by just writing them on a piece of paper.

Maneuvers require skill rolls. These rolls can be affected by the chase obstacle revealed by the Game Runner before the maneuver is resolved. Skills and other factors used for vehicles are indicated in [brackets].

PURSUE/FLEE: You just run flat out or drive like a bat out of hell. Roll MOBILITY [DRIVING]. For each  rolled, the distance to the other participant decreases (if the pursuer) or increases (if the prey) by one range category.

- ☐ If the range exceeds EXTREME after both maneuvers in the Round are resolved, the chase is over.
- ☐ If the range is ENGAGED (or less) after both maneuvers are resolved, the pursuer may immediately make a close combat attack [ramming attack for vehicles]. This attack is a straight roll, not opposed, and the range stays at ENGAGED.
- ☐ If the range would go below ENGAGED, and the pursuer declines to attack as per above, they can either stay at ENGAGED range or overtake the prey, and now become the prey themselves, at a distance defined by the number of excess  (one excess  = SHORT range, etc.). This latter option will typically only be viable in some sort of race situation.

HIDE: You quickly duck into a side alley or hide behind something. This maneuver can only be done by the prey, and never at SHORT range or less. If the range is MEDIUM, you get

a disadvantage. If the range is EXTREME, you get an advantage. Make an opposed roll for STEALTH [DRIVING] against the pursuer's OBSERVATION. If you win the roll, the chase is over, or you can make an ambush attack against the pursuer at a range of your choosing.

BLOCK: You knock things over behind you, trying to create obstacles for the pursuer. This maneuver can only be done by the prey. Roll for FORCE [DRIVING]. If you succeed, you move one range category away from the pursuer, and the pursuer must also roll FORCE [DRIVING] before resolving their own maneuver. If that roll fails, their maneuver is canceled.

CUT OFF: You try to find a shortcut and cut off the prey. This maneuver can only be done by the pursuer. Make an opposed MOBILITY/DRIVING roll. If the range is LONG or EXTREME, you get a disadvantage. If you win the roll, the distance to the prey is immediately reduced to ENGAGED, and an immediate close combat/ramming attack can be made as per above. If you lose or roll a tie, the distance is increased to EXTREME. If the distance was already EXTREME, the chase is over.

STAND AND SHOOT: You take a breath to aim your weapon and fire. This is conducted as a normal ranged weapon attack.

OTHER: You do something not covered by any other maneuver. Typically, this means no movement relative to the other participant during the Round. The Game Runner has final say.

MULTIPLE PARTICIPANTS

If there are more than two participants in a chase, there are two ways to resolve it.

The simplest way is to divide the participants into two sides. Only the slowest person/vehicle on each side – the one with the total die size on their Base Dice (free choice on a tie) – performs maneuvers and rolls dice, except for the Stand and Shoot maneuver, which all participants on the side can perform.

A more complex way to resolve chases with multiple participants is to let each perform maneuvers

separately. You will then need to keep track of the relative distances between each participant. A sheet of paper indicating range bands can be useful for this. In this model, the Pursue/Flee maneuver will move you forward relative to all other participants in the chase. For all other maneuvers, you must indicate which other participant you wish to target, and all limitations refer to your position relative to the target. You count as pursuer in relation to all participants in front of you, and as prey in relation to all participants behind you.

CHASE OBSTACLES

Each Round, after the participants have secretly chosen their maneuvers, the Game Runner randomly generates a chase obstacle. There are three tables for chase obstacles on the following pages – for foot chases, ground vehicle chases, and aerial pursuits. The obstacles are also replicated on the Chase Obstacle cards in the BLADE RUNNER RPG Starter Set.

The obstacles provide flavor for the chase and can also affect the maneuvers chosen by the participants in different ways. The Game Runner is free to adapt the obstacles to the situation at hand, or even choose to create obstacles freely as needed. Additional chase obstacles can also be added in Case Files.

FOOT CHASE OBSTACLES

D12 OBSTACLE

- 1 **Dead end ahead.** If the prey has chosen to Pursue/Flee, Hide, or Block, the maneuver fails automatically.
- 2 **The sidewalk crossing goes from green to red "Don't walk, don't walk" and the traffic begins to move along the street.** This gives an advantage to the Hide maneuver, but a disadvantage to Pursue/Flee and Stand and Shoot.
- 3 **A storefront window blocks the way.** If the prey has chosen to Flee, Hide, or Block, they must first make a FORCE roll (no action) to crash through the glass. If it fails, the maneuver is canceled, and the prey suffers D3 points of damage.
- 4 **A MetroKab pulls in and blocks the way.** This gives a disadvantage to Pursue/Flee and Stand and Shoot maneuvers, but an advantage to Cut Off.
- 5 **All the neon umbrellas bobbing their way along the rainy sidewalk provide cover for the prey.** A Hide maneuver gets an advantage, and even if the prey doesn't Hide, the pursuer must roll OBSERVATION (no action). If it fails, their maneuver for the Round fails automatically. Any failed Stand and Shoot maneuver means a bystander is hit.
- 6 **A throng of orange robed, chanting monks blocks the road.** The prey must roll MANIPULATION (no action) to convince them to move. Success gives an advantage to any Hide maneuver. A failed roll means that the prey's maneuver fails automatically.
- 7 **A pair of LAPD street cops (page 221) try to block the chase, guns drawn.** This gives a disadvantage to Pursue/Flee, Hide and Stand and Shoot. Anyone who performs the Stand and Shoot maneuver will be fired upon by the cops. A Blade Runner can tell the cops off with a CONNECTIONS roll (no action), eliminating the effects.
- 8 **An old man grabs at the pursuer and starts chattering away, clearly after money.** The pursuer must roll CONNECTIONS to give the man some chinyen or push him away with FORCE [DRIVING]. If it fails, their maneuver for the Round fails automatically.
- 9 **There is garbage and debris all over the street, making the ground slippery.** Any Pursue/Flee maneuvers get a disadvantage this round, while Block gets an advantage.
- 10 **The chasers suddenly find themselves in an open space, the crowds [traffic] clearing for a moment.** This gives an advantage to Stand and Shoot but a disadvantage to Hide.
- 11 **D6 street thugs (page 222) block the road, threatening violence.** The prey must roll CONNECTIONS (no action) to be allowed to pass. A failed roll means that the thugs attack – the chosen maneuver fails automatically and one thug attacks in close combat. If the CONNECTIONS roll succeeds, the thugs will attack the pursuer instead.
- 12 **A human supremacist street protest with banners blocks the road.** Believing the prey to be a Replicant, they try to block their escape, giving a disadvantage to any Flee and Hide maneuvers. They also shout directions to the pursuer, giving them an advantage to Pursue and Cut Off maneuvers.



Jane pursues the bleeding Replicant Jarry on foot. The starting range is LONG. In the first Round, Jane secretly chooses the Pursue/Flee maneuver, and Jarry does the same. The Game Runner draws a random Chase Encounter card, and a crowd of pedestrians with neon umbrellas provides cover for Jarry. Jane must roll OBSERVATION to not lose sight of him, and she succeeds. Next, Jarry rolls for his maneuver, but fails. Jane, rolling a D12 for her Agility and a D8 for her MOBILITY, has better luck. She rolls two  and gains on Jarry, reducing the range to SHORT.

In the next round, Jarry wants to use his strength and chooses the Block maneuver. Jane wants to stop his escape and chooses Cut Off. The Game Runner draws another Chase Encounter card, and this time an old man accosts Jane, begging for chinyen. She chooses to push him aside, rolling FORCE, and

succeeds. Jarry knocks over a newspaper stand to Block Jane's path. Rolling FORCE, he succeeds, and increased the range to MEDIUM. Now Jane must also roll FORCE to pass the obstacle, but fails, meaning her maneuver is forfeited.

New round. Jane wants to finish this, so she decides to Stand and Shoot, while Jarry again chooses to Flee. The Game Runner draws a new obstacle, and a large plate glass storefront blocks the Replicant's path. He rolls FORCE but fails, crashing through the glass and taking two points of damage and automatically failing his Flee maneuver. It's Jane's turn. She raises her blaster and fires. Rolling three , she hits for four points of damage and a severe critical injury. Rolling the D12 twice, she gets a 4 and a 10. Choosing the higher number, she hits Jarry right in the heart. The Replicant goes down in a rain of broken glass, Retired.

EXAMPLE

FIRING FROM VEHICLES

Passengers can make ranged attacks from a vehicle in a chase, and these attacks are performed immediately after the driver's maneuver is resolved. However, such attacks get a disadvantage if the driver performs any maneuver except Stand and Shoot.

Advanced military and police vehicles can have mounted weapons with targeting systems. Such

weapons can be fired by a gunner without disadvantage even when the driver does not Stand and Shoot. Some very advanced vehicles even have automated targeting systems with their own FIREARMS skill and can fire at the driver's command (no action), eliminating the need for a gunner.

GROUND VEHICLE CHASE OBSTACLES

D12 OBSTACLE

- 1 Dead end ahead. If the prey has chosen to Pursue/Flee, Hide, or Block, the maneuver fails automatically.
- 2 A huge holo ad for a digital companion reaches for the vehicles and blocks their line of sight. Each driver must roll OBSERVATION to stay on course. A failed roll means the maneuver for the Round fails automatically.
- 3 A sudden downpour makes it difficult to see and the pavement slippery. The Pursue/Flee maneuver gets a disadvantage, but Hide gets an advantage.
- 4 A Metrokab pulls in and blocks the way. This gives an advantage to the Block maneuver, but a disadvantage to Pursue/Flee, and any failed such maneuver inflicts D3 points of damage to the driver's vehicle.
- 5 The traffic lights by a pedestrian crossing turn red, and a throng of people cross the street. This gives an advantage to the Cut Off maneuver, but a disadvantage to Pursue/Flee and Stand and Shoot. Any such failed maneuver will result in collateral damage.
- 6 An LAPD Spinner (Standard Cruiser Model) joins the fray, sirens blaring. This gives a disadvantage to Pursue/Flee, Hide, and Stand and Shoot. Anyone who performs the Stand and Shoot maneuver will be fired upon by the police. A Blade Runner can use their external loudspeaker to tell the cops off with a CONNECTIONS roll (no action), eliminating the effects.
- 7 The vehicles move onto a wide freeway with multiple lanes, the traffic clearing for a moment. This gives an advantage to Pursue/Flee and Stand and Shoot, but a disadvantage to Hide and Block.
- 8 D6 street kids jump onto the prey's vehicle, trying to pry things loose. The prey must roll CONNECTIONS (no action) to get them off. A failed roll means the maneuver for the Round fails and the vehicle suffers one point of damage. If the CONNECTIONS roll succeeds, the kids will attack the pursuer instead.
- 9 A major roadworks is up ahead. It gives an advantage to the Hide, Block, and Cut Off maneuvers, but a disadvantage to Pursue/Flee and Stand and Shoot. A failed Pursue/Flee roll will inflict D3 points of damage to the vehicle.
- 10 A group of dozens of cyclists are making their way along the streets, forming a noisy, clanking, almost impenetrable barrier. This gives an advantage to the Block maneuver, but a disadvantage to Pursue/Flee and Stand and Shoot. Any such failed maneuver will result in collateral damage.
- 11 A massive self-driving truck blocks the way. This gives an advantage to the Cut Off maneuver, but a disadvantage to Pursue/Flee. A failed Pursue/Flee roll will inflict D6 points of damage to the vehicle.
- 12 The chase enters a narrow alley. Passing through unscathed requires a separate DRIVING roll (no action) before any maneuver is resolved – failure means the vehicle is Wrecked and the chase is over. The driver can choose to cancel their maneuver and navigate the alley slowly and carefully (no roll required).

AERIAL VEHICLE CHASE OBSTACLES

D12 OBSTACLE

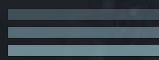
- 1 The lights and sounds from an off-world ad blimp distract the chasers. Each of them must roll **OBSERVATION** to stay on course. A failed roll means the maneuver for the Round fails automatically.
- 2 A huge fiery explosion from an industrial site mushrooms toward the vehicles. Each driver must make a separate **DRIVING** roll to avoid it – failure means D6 points of damage and that the chosen maneuver for the round fails.
- 3 The polluted smog thickens as the chase continues. It's going to be difficult to keep track of the target. A Hide maneuver gets an advantage, and even if the prey doesn't Hide, the pursuer must roll **OBSERVATION** (no action). If it fails, their maneuver for the Round fails automatically.
- 4 The chase goes low, the Spinners racing through narrow streets at breakneck speeds. This gives an advantage to the Hide, Block, and Cut Off maneuvers, but a disadvantage to Pursue/Flee and Stand and Shoot. A failed Pursue/Flee roll will inflict D3 points of damage to the vehicle.
- 5 The chase enters a canyon between two massive buildings, bathed in neon lights from huge billboard ads. Any Hide action gets a disadvantage.
- 6 An LAPD Spinner (Standard Cruiser Model) joins the fray, sirens blaring. This gives a disadvantage to Pursue/Flee, Hide, and Stand and Shoot. Anyone who performs the Stand and Shoot maneuver will be fired upon by the police. A Blade Runner can use their external loudspeaker to tell the cops off with a **CONNECTIONS** roll (no action), eliminating the effects.
- 7 The vehicles move into the open air between major buildings, the spinner traffic clearing for a moment. This gives an advantage to Pursue/Flee and Stand and Shoot, but a disadvantage to Hide and Block.
- 8 A huge neon billboard blocks the way. Any failed Pursue/Flee maneuver here means that the spinner crashes violently and the chase is over. The driver can choose to cancel their maneuver and pass the obstacle slowly and carefully (no roll required).
- 9 A major construction site is up ahead. It gives an advantage to the Hide, Block, and Cut Off maneuvers, but a disadvantage to Pursue/Flee and Stand and Shoot. A failed Pursue/Flee roll will inflict D3 points of damage to the vehicle.
- 10 A huge holo ad for a digital companion reaches for the vehicles and blocks their line of sight. Each driver must roll **OBSERVATION** to stay on course. A failed roll means the maneuver for the Round fails automatically.
- 11 A sudden downpour makes it difficult to see, giving an advantage to the Hide maneuver.
- 12 Lightning strikes! The prey or the pursuer is hit (equal chance for each). The spinner loses all power, and the driver must make a **TECH** roll to reboot the spinner's systems and prevent a crash. Even on a success, the maneuver chosen for the Round fails.

ENDING THE CHASE

A chase can end as a result of maneuvers or obstacles. It can also end if prey decides to end it at the beginning of a new

Round – to give up or to stand and fight. In the latter case, draw initiative and commence combat.





CHAPTER
05

A TALE OF TWO CITIES

"Talk about Beauty and the Beast. She's both."



The Independent

 43° SMOG LEVEL HIGH

ONE YEAR C WHERE AR OFF-WORLD TH

The world was stunned last year when the UN repealed the Prohibition of Replicant technology, authorizing Wallace Corporation to manufacture a new line of Nexus-9 models. Though inspired by Tyrell Corp patents discreetly purchased by WC years prior, Niander Wallace himself assured the public that the Nexus-9 was his labor of love, dedicating the past eight years to perfecting what he dubbed his "greatest gift" to human civilization.

The UN Council, the megacorps, the off-world colonies and industries... it seemed like the whole system was celebrating the Nexus' abrupt return. All but the unheard Angelinos who remembered all too well when Replicants lived among us. When empires fell. When Blade

us in darkness. When riots set us ablaze. To reopen those synthetic scars was an order taller than Wallace's new HQ, but what could we do but endure as we've always done?

On the one-year anniversary of that landmark decision, we now ask the hard questions. Who delivered upon their promises? And whose ulterior motives have come to light?

Needless to say, the economic recovery fueled by the Replicant workforce is undeniable. Off-world mining and colonization, construction, maintenance, security, hospitality... all service industries reporting record productivity, profit, and growth. You need only look to the horizon to see Sea Walls and skyscrapers sprout like weeds as N-9s become the new norm in every high-risk, high-reward market.



ndent Sentinel



Friday, May 15, 2037

OF REPLICANTS RE WE NOW?

RIVES — LA WRITHES



2037 Climate Summit Collapse Confirms Global Terminal Status

In light of key stakeholders being unable to attend due to poor travel conditions and energy shortages, the Climate Summit annually hosted among Earth megacities was unable to take place last weekend, only reinforcing mass concerns over the planet's worsening condition. Despite universal efforts to reduce carbon signatures and pursue renewable resources, the Summit's panel sadly confirmed that the planet's ecological status remains terminal. Contributing factors include the extinction-level decrease of

organic life in marine and coastal environments, rising sea levels due to reductions in Arctic Sea ice and permafrost, agricultural droughts in temperate regions, the proportion of monsoon precipitation and tropical cyclones, and widespread changes in the global cryosphere and biosphere.

In hopeful news, all megacities reported record spikes in Sea Wall construction, energy production, resource mining, and protein biofarming due to their bolstered Nexus workforces...

Continued page 8





A DIVIDED CITY TRAPPED IN TIME

For anybody new to Los Angeles, the culture shock could give a sonic charge from your blaster a run for its money. Yet to you, it's as familiar and embracing as the weather-worn jacket protecting you from the bitter cold.

It takes a while to get this city. It's easy to get overwhelmed by the din of distractions and debasements. The merciless assault on your senses. Everywhere you turn, another jarring juxtaposition of opposing forces, warring agendas, and clashing cultures. Humans and Replicants. Rich and poor. The unyielding weather battering the unrelenting concrete. The blinding neons knifing through the all-engulfing haze and shadows. Even the architecture and technology are at odds. Retrofitted relics in one sector. Marvels of the imagination in the next. Hell, the rich and poor are so far apart, they might as well have restraining orders against one another.

Everything in LA (including your luck) can change from one block to the next in any direction. Most especially up. And everywhere you look, something is battling for your attention. Tuk-tuks honking through congested streets awash with faceless masses. Buzzing neon signs and projections advertising everything under the sun you can barely see through the polluted sky. The whole city is always awake, always swelling with a tumultuous sea of citizens relentlessly craving something. Resources, opportunity, intimacy, power, purpose... all precious and in finite supply.

As a Blade Runner, you have the rare privilege of seeing all of the faces of LA in a way few could imagine. You walk street level and witness poverty and humility the suits up above couldn't stomach. You then soar 500 stories up and witness lavish lifestyles the people down below wouldn't believe. Luxuries as real and relatable to them as urban legends. In truth, you serve two cities: the one above the 100th floor and the one below. Two societies equally complex, alienating, and unpredictable. The only commonality is that both need you and neither wants you around. Until the shots and screams ring out.

They say cities are a sum of their parts. In LA, it's more of a makeshift patchwork soldered together by a shared history and stubborn pride. A timeless city broken down, upcycled, and jury-rigged to persevere. The off-worlders fled for a chance to begin again. To build a new future. Here, we build upon the past. The same buildings seen 100 years ago are still here. Still strong. And be thankful for it. As upon that foundation has grown a sprawling metropolis 500 stories high, all built like stilts upon the concrete roots of a city of survivors.

It's daunting to think that a Blade Runner is expected to stand amidst this cultural clusterfuck and make sense of it all. And yet, work it long enough, the city starts to speak to you. When it's sick and out of balance. When threats cast a shadow. Every cop knows: you take care of LA long enough; LA will take care of you.

BUILT TO LAST

As people flooded into LA, the demand for housing and resources grew. And as living spaces shrunk and kitchens became a luxury, eating out became the only way to eat. The city herded sheep into Sectors, each with centralized shopping districts with outdoor malls for 24/7 access to daily necessities. Always open and insane, malls teemed with two-hour lines just for soap or a stiff drink. Shopping districts exponentially expanded as suppliers legit and illicit barely kept up with demand, turning entire warehouse districts into glorified vending machines serving tens of thousands at a time.

Housing closest to shopping districts became prime real estate. These downtown areas, however, weren't designed for housing, mostly built for retail, office space, and storage. So when the available downtown housing ran out, city developers had no choice but to convert the old corporate buildings into housing. Retrofitting warehouses

and parking structures into living spaces. Even combining rows of buildings with adjoining wings and walkways, creating huge living megacomplexes the size of numerous city blocks.

Demand was so high and construction so haphazard, megastructures sprung up overnight with the swing of a sledgehammer the night before. Heat, plumbing, electricity, and air conditioning were retroactively installed, with countless pipes, power cables, heating ducts, and conduits growing like vines across every building's exterior. Half came from the tenants themselves, who took it upon themselves to fix whatever broke with whatever scavenged solution they could find.

These wire-wreathed, retrofitted facades became the new face of LA. Like an exposed neon nervous system branching out across every appendage of the city and keeping it alive.

STANDING TALL

Once developers could no longer build out the city, they built up. It was only a matter of time before space ran thin. Before the rich craved those same central locations. In the poorest sectors like the Fashion District, the rich bought and stole entire city blocks, erecting mansions and corporate campuses right beside the few derelict complexes left behind.

Once the rich ran out of buildings to buy, they just started building new structures atop the old. Most buildings in LA were well-built to withstand earthquakes, so with some reinforced foundations and a few bribes at city hall, a 10-story building could easily support 25 more floors. With each new floor larger and nicer than the one below.

Soon all megastructures were 50 stories high. Then 100 stories. Then 250. All the while, the bases were refortified and retrofitted until eventually the oldest floors at street level

were hollowed out, reinforced with concrete, and turned into the complex's new foundation. And if that foundation ever wavered, one megacomplex simply merged with its neighbor and grew some more.

It's now a surreal but accepted truth that life within one building can dramatically change the higher up you go. At street level, you'd find derelict cement-filled warehouses swarming with cut-throats who'd sooner scrap your Spinner for parts than say hello. 20 stories higher, you'd find 500 people crammed into 100 cold-water flats with refugee box camps lining the hallways. And 250 stories up in that same building is one of the wealthier politicians, living lavishly with his family of four in a vast penthouse so stunning, you wouldn't enter in what you're wearing. Not that their butler would even consider allowing you in, anyway.

THE GREAT DIVIDE

As megastructures grew and the distance between the rich and poor became a measurable gap 250 floors apart, a new caste system began to materialize. Your status in society is now defined by not just your physical address, but your altitude. After all, when your floor number alone could determine your social status, the rich embraced that the only way forward in high society was up. If the Emigration Program wouldn't take them to the stars, they'd just call their contractor and build their penthouse as close as they could get.

Over time, a nearly irreconcilable disconnect arose between the higher and lower floors, becoming distinct and divorced socio-political and economic classes with their own ways of life. Jobs, resources, education, healthcare, even respect... everything allotted in portions equal to just how far you've quite literally risen above the rest.

In just a few generations, their disparate standards of living are now barely worth comparison, where two people living in the same building may live vastly different lives. Someone born above the 100th floor may attend university, secure a well-paid job, and never question their right to comfort. Those born below will rarely ascend higher or even know how to try. Scraping by as their parents did, clutching onto whatever meager job they can find. The best-case scenario being a decent middle-management salary for a company they'd never dream of running.

This great cultural divide isn't disputed. It's just how things are. A city of two peoples, their only bond a longing for stars they'll never see. And resentment for those who abandoned them for the off-world life they'll never know.

LOWBORNS AND HIGH SOCIETY

If you want to grasp just how differently the two halves of LA live, you'd learn a lot from Dickens or Jane Austen. Oddly enough, LA 2037 and the colonial aristocracy of old have a lot in common.

An upstairs/downstairs cultural divide has taken root between the megarich and megapoor in LA. Only there is no staircase connecting the two halves of society now. Just a concrete slab that neither can break through, lest they risk destroying the very foundation their worlds are built upon.

Two distinct classes and cultures can seamlessly co-exist in the same building. Both know of the existence of the other,

perhaps even relying upon their unseen counterparts in some way. And yet in most respects they turn a blind eye to each other, barely even crossing paths as they live their own separate lives the only way they know how. Working jobs, wearing clothes, eating food, even enjoying entertainments unknown to the other. Many living in the penthouse suites have never walked street-side, and should they ever witness such poverty, it'd shock and appall them. Likewise, someone in a stairwell hovel can only gaze upward and imagine the possible luxuries, but if they ever witnessed the sheer waste and excess of that lifestyle, it'd turn their stomachs all the same.

Being so culturally disconnected, neither side can truly relate with the other anymore. Experiencing such contrary lives, professions, educations, healthcare... they even look and speak differently. Like two evolutionary facsimiles of

the same gene. It's sad, when you think about it. So like most, you don't. You're just grateful for that badge in your pocket, the only thing stopping you from being trod underfoot along with the rest of the little people.

THE HAVES

The rich are focused on status. Gaining and maintaining power at any cost. No inhibitions. Everyone is out for themselves. There is no fear of losing what you have, and yet there is an insatiable desire for more. A pride in savoring more than your betters, crushing your lessers, and cheating the system. As well as an open ruthlessness among competitors and fellow chess players who are always judging your every move. Envious when you win, elated when you fall.

THE HAVE NOTS

The poor are focused on survival. Gaining and maintaining independence by any means. No indignities. It's you against the world. There is no hope of a better life, and yet there is an inexhaustible drive to make do and endure with dignity. A pride in suffering more than your lessers, rising above your betters, and defying the system. As well as an unspoken honor among thieves who are always competing for the same scraps, but will rarely leave you to starve.

NOTHING LEFT

Even today, the housing shortage continues to worsen as more refugees flock into the city. Inevitably, many people have chosen to live in the megacomplexes closest to the best conveniences, even if it means living in a tent in the stairway. Though prohibited on the higher floors, tenants near street level have become accustomed to patchwork tents, crates, and box forts lining their hallways and stairways. Should a tenant fail to make rent, there's no shame in simply moving into the hallway and moving on with your day. Foreign refugees and the elderly particularly struggle to keep their footing, but luckily most complexes have become loyal communities that take care of their own, providing a support system for those that might otherwise fall through the cracks.

NOTHING TO LOSE

Either by choice or circumstance, there are always those who do fall through the cracks. And there are parts of this city known as the Kipple, where only the most deviant or desperate roam. For some, even living in a stairwell is an abandoned dream. For others with addictions or malice in mind, only the shadows offer the obscurity to do what must be done.

Whatever the case, there are parts of this city – most notably the condemned LA viaduct, Skid Row, and the San Diego ruins – where most people, even cops, know not to go. There all law and common decency are gone as near feral criminals run wild through the streets and sewers, scavenging for anything of any worth at any cost.

The Kipple are wild card threat areas, and you never know when its unpredictable element may interfere with a case or a casual Spinner flight with an electrified harpoon in your side.

CITY LIFE

To serve the people, you must understand them. Know what it means to walk in their shoes, so that you can walk in step, disappear amidst the masses, and read in between the lines and white lies holding it all together. Remember, while you're always a cop, you're not always on the clock. And when you're not working a case, you're just trying to get by like everybody else.

Don't let the Emigration brochures fool you, though. Sure, the Earth is dying, but it won't die in your lifetime. And yeah, life is rough, but it's LA. When was life here ever

easy? The off-worlders fled like Earth was on fire, but in truth, life hasn't changed all that much since they left. It's colder. Meaner. And it's not getting any better. Yet in the end, city life is what you make of it. People still pursue their dreams and delusions of grandeur, ascend corporate ladders and social circles, build homes and families, laugh, love, fight, screw, and screw up like humans have done for ages. Only difference is that there's a doomsday clock ticking in your ears, reminding you that each moment counts, every good day's a gift, and every round in the clip may be your last.

CULTURE

A city of refugees, LA doesn't have one culture, but an awkward, ever-evolving mash-up of all cultures boiling over in a melting pot too small. A cacophony of English, Chinese, Japanese, Korean, Russian, and Hindi languages are heard and seen everywhere, overlapping in a dizzying neon display.

Only the Cityspeakers have truly acclimated, speaking a dialect that hopscotches across all major languages and is indecipherable unless you know the lingo. Though the same could be said for the megarich, who can speak in such subtle threats and layered innuendos that a few civilized sentences could spark a cold war.

CLIMATE

Aside from money, nobody was interested in saving anything green. Unfortunately, turns out climate change was a real thing, and suffice it to say, the Earth is now shot to shit.

Most organic life is endangered, if not extinct. The oceans are now angry, aquatic graveyards bashing against the Sepulveda Sea Wall, the city's only defense against the rising sea levels that drowned San Diego and many other coastal cities. A shower in unpurified water can kill you. The city is perpetually overcast in swirling mist and air so polluted that some people need masks just to breathe outdoors. Even on the few days when the city isn't battered with bitter winds or sheets of rain and snow, you'd still need to drive two hours inland just to see the sun.

Given the toxic environment and zero sunlight, nothing organic naturally exists in the city anymore. Trees, birds, plants, even pets. All exist mostly in pictures, museums, and memory now. Sure, you can spend half a year's pay and own a cat, though odds are she's an animoid. And if any neighbors saw her, they'd hawk Mittens on the black market by morning.

Everything you see is made of synthetic metals, fabrics, ores, and plastics. People would line up for days to see and smell a real tree, and one branch could buy a visa off-world. Only makes visiting the suites more painful, as they tout wealth with wooden furniture worth more than your pension fund.

Even food is synthetic now – proteins farmed by bio-reactors and artificially formed and flavored into a facsimile of its extinct former self. Doesn't matter if you're dining on steak or sushi, it's all made of the same grubs, lichen, or algae grown in vats somewhere inland in the Energy Empire. If you're lucky. There are, fortunately, countless secrets and spices to trick your tastebuds. Much like wine, only the truly gifted or pretentious claim they can even tell a difference.

The truth paints a grim picture, but most people can adjust to any conditions with enough layers and some fire in your chest. You'd be surprised how much a shot of bourbon, some comfort food, and a neon tube in your umbrella can brighten up your day.

CITY SURVEILLANCE

CITY WITH A TRILLION EYES

Decades ago, the skies were filled with blimps used by cops and megacorps alike. Advertising off-world dreams and probing the streets with search lights. Blimps fell out of favor after the Blackout, with drones and trafficators their ubiquitous successors. Between the swarms of drones overhead and the multi-screen meters lining every intersection and sidewalk, something is always watching you. You're never sure

who, but it's a given that privacy is a luxury, if not an outright fallacy. Many watching eyes belong to the LAPD's Esper Network, while others are megacorp marketers mining data to project personalized ads at every passerby. Everywhere you go, there are flashing screens and crackling speakers invading your space and broadcasting something just for you. Whether you like it or not.

LAW & ORDER IN THE CORPORATOCRACY

LA is a chaotic place, but the UN tries its best to maintain some semblance of order. Poke hard enough and you'll feel the bones of the old system beneath the surface. A skeleton crew of elected UN officials remains on the ground: the Governor steering city ordinance, the UN Council serving its constituents, and the Supreme Court, District Attorney, and LAPD safeguarding the justice system.

The UN's nominal presence only projects the facade of colonial control. True, the UN still serves as a judicial and administrative body, entrusted to protect borders, maintain order, and enforce whatever few laws keep society relatively safe and civil. Yet in truth, the UN is largely a corporate-sponsored regulatory service to keep the bureaucracy among megacorps above board, staffed mostly with officials pocketed and puppeted by whatever megacorp or special interest delivers the highest bid or lowest blow.

The UN doesn't have the reach or resources to truly govern the entire system, let alone Earth. They just have enough support and authority to keep the megacorps on speaking terms, public threats behind bars, and the general populace pacified with a decent veneer of impartial law and socio-economic fair play.

The UN's true power stems from its regulation of off-world commerce and emigration, two central elements of a decentralized, intergalactic society whose economy hinges upon the import and export of goods and services. The UN also maintains the Colonization Defense Program, the only thing keeping the megacorps from open warfare.

Beyond that, the megacorps (and thus the megarich) truly own and run this city. Hell, the whole system. They drive the economy and job market. They own the real estate. They even run the shopping districts, hospitals, transportation, and entertainment. And while the UN feigns autonomy, corporate lobbyists and special interests have infiltrated

everything. Just about every politician is in somebody else's pocket. Hell, even Blade Runners are made by Wallace now.

Megacorps have privatized and monetized every facet of daily life. Citizens need only look up at Wallace HQ towering above to know who's at the top.

No megacorp can be trusted with such unilateral power, so the corporatocracy begrudgingly accepts being governed by the bureaucrats through a thinly-veiled system of mutual checks and balances.

While this circus keeps the suits busy, the well-being of the citizens is entirely in the hands of local law enforcement. Each city must fend for itself. Uphold its own laws. Dish out its own justice. If the UN even bothers to show up, they'll probably be too late to do much besides file insurance claims for the damages.

The LAPD has thus evolved into a multi-purpose, paramilitary force – only sensible for a city in a perpetual state of emergency. Even still, LA is not a police state. If only due to the lack of manpower and resources. Sure, foot police in riot gear stroll the streets at all hours, but no more than a few in any given place. One-man watch towers stand guard in the hot traffic zones, but there's little more they can do than squawk over speakers, sound the sirens, and pray.

Truth be told, the justice system is a barely functioning patchwork like all the rest. The rich pay for their own security, follow their own rules, and answer to their own authorities. For the rest of us, the laws are mostly enforced by an ad-hoc honor system. Common law that you shouldn't cheat the system. But if you do, don't get caught. There's only one strike in that game, and the bat's swinging at your head, not the ball. If it wasn't for the trillion Esper eyes watching the city at all times, LA might fall into anarchy. Wouldn't be the first time. Probably won't be the last. Just hopefully not during your shift.

TECHNOLOGY

As much a tool as a status symbol, you can tell a lot about someone from the tech at their fingertips. Though technology has pervaded all facets of life, there is a strange marriage of the painfully old and radically new co-existing in the city, reflecting the social/financial hierarchy and class gaps between the rich and poor castes whose needs are so different. The juxtaposition is jarring, but adds to the mystique and timelessness of a city trapped in the past and longing for a future it will never see.

FUNCTIONAL ODDITIES: For most living beneath the 100th floor, technology is merely functional. Old, after-market clunkers in truth, yet prized as precious commodities refurbished with spare parts and care. Many have

been handed down among family or communally shared among neighbors and friends. These analog gadgets mostly predate the Blackout and reek of the technophobia systemic in older generations, distrustful of digital technology and reluctant to allow artificial intelligence to think for them or perform more than simple tasks and menial mathematics.

There are still conveniences like voice-print interfaces and vidcalls, but these analog tools are more reliable, record and store data offline on physical storage units, and use hand-operated accessories like keyboards, mice, and touchscreens. Even the monitors are cathode-ray tubes with limited graphic interfaces that process and display simple data in straight-forward readouts. It's not pretty, and it's not expected to be. It just needs to work.

OFF-WORLD CURIOSITIES: As you ascend into high society and look closer at the tech endemic among the rich and megacorps, you see an entirely different era of off-world technology, full of unparalleled innovations with staggering capabilities, as if plucked from a dream right out of science fiction. Hinting that the life and luxuries enjoyed by the colonies may be radically more advanced than you might think.

You can't help but notice the AI-powered drones projecting personalized ads for every passerby. The bioscanners in the nicer housing complexes and shopping districts. The new wave of synthetic augmentations that heighten natural abilities and interface directly with the mind (ever so trendy with the millennials). And Wallace sure as shit isn't building his Replicant tech using anything found here.

Hell, even parts of the LAPD give you pause. Half the crime lab is stockpiled with submicroscopic scopes and forensic fandangles that defy logic. Even the Esper Network can monitor an entire city and perform epic feats of data processing at lightning speed. Sure, it's a supercomputer the size of your apartment, but it works. And they've had that beast for ages.

True, the Blackout inspired mass technophobia that stymied innovation on Earth for decades since. Yet could life off-world truly be so advanced? Makes you wonder what life you're missing, out there in the colonies. All you know is, no matter what tech the colonies deem worthy to share, the rich will hoard it and the criminals will hawk it before you could ever save up enough to legitimately buy it.

INVISIBLE LUXURIES: For the rich, technology is new, convenient, fashionable, and invisible. The latest off-world innovations seamlessly integrate into everyday life. Wireless technologies. Sleek computer terminals with flat-screen monitors in glorious full color. Even pocket-sized editions with intense processing power given their size. And no clunky Vid-Phons for you. People ping you on your wristwatch and join meetings from anywhere system-wide in real-time, projecting lossless emanations in your conference room like they just dropped by for tea.

The more powerful you are, the more fashionable and invisible your technology. As a member of the upper class, you wear and flaunt your top-shelf tech like a fashion statement and status symbol with feigned nonchalance and masked pride.



For decades, advanced technology was a luxury for the rich alone. In recent years, Wallace Corporation has leveled the field with exciting tools like digital companions and the Wallace Data Network now accessible and affordable to all, with irresistible daily use for all user castes. WC devices are the only technology almost universally adopted city-wide, and the first taste of convenience the poor have gotten in a long time.

DATA TECHNOLOGY

Due to the immeasurable loss suffered during the Blackout, society has turned to more analog means of data recording and storage. Most are widely accessible for Blade Runners to use during their investigations. With a simple RIT requisition order or a quick visit to a Shopping District or DNA Row, you can get all you need. To learn more about them and their uses during investigation, see Chapter 8.

SATCRYSTAL: Cloud storage failed, so most permanent records and physical prints are etched onto satcrystal – thin sheets of plastic with data permanently laser-etched onto their surface.

ESPER PHOTO: Photographs created by proprietary Esper technology. Esper terminals can use Omniview to enhance and explore the three-dimensional space of a recorded Esper image in high resolution. You can also print one selected angle as a physical photo. Though not enhanceable, prints can store up to five seconds of one angle, which you can play by pressing down on the touch-activated satcrystal print.

DATA DISC: A thin, circular disc that reads and records binary data. As you need disc writers and readers to use them, data discs are considered outdated, though still quite common among the poor and with criminals using such tech as a means of encryption.

MEMORY CUBE: The standard solid-state memory drive containing a massive amount of data. Easily readable using a variety of wired and wireless data ports. Destructible, though relatively sturdy.

MEMORY BEARING: Surviving the Blackout itself, this nearly indestructible data sphere is the pricey but preferred data storage solution for high-security data storage among the rich and megacorps. Read exclusively by spherical drives, which are hard to find outside the megacorps and the RDU crime lab.

DRONE: Drones are a detective's best friend, allowing for fully remote data capturing on the go. You can even rent one out from the LAPD armory. Just don't lose it or else kiss an entire year's salary sayonara.



SYNTHETICS

The most innovative technology found on Earth is unquestionably Replicants, yet there are many varieties of synthetic, cybernetic, and robotic automatons serving in service roles throughout the city. For more info, see Chapter 8.

It was inevitable that DNA became the only unhackable key. And that the only power source that megacorps can't shut off is your own body. So for everyday technological interactions and transactions, from door locks to shopping districts, bioelectronics is at the root of everything. This commonplace technology for all citizens reads ex-
 genetic data from a user's unique biometrics and (in many applications) powers itself with bioenergy. All a bioscanner needs is a handprint to instantly sync with your linked account. For high security, a retinal scan, facial signature, or DNA sample may be required.

BIOELECTRONICS

COMMUNICATIONS

Blade Runners are one of the lucky few with a personal communications device. All detectives carry their own KIA, a hand-held multi-tool that (among its uses) allows LAPD officers to communicate directly on private channels. Yet if you need to speak with or shake down anyone outside the precinct, you're stuck with the same public communication systems as anybody else.

VID-PHON: The #1 means of communications in the city, the ubiquitous telecom service from Bell Systems has booths on every street corner and terminals in many homes and major establishments. Call any direct Vid-Phon number in the city for a small fee per call. Operators wait to assist and connect 24 hours a day. If your call does not complete, you may leave a Vid-Mail.

WALLACE DATA NETWORK: Vid-Phon is slowly being outdated by the pervasive Wallace Data Network – a free, convenient, and secure network for private

data sharing, storage, and communication. Simply buy a Digital Companion and gain access to the wealth of information on the network, along with instantaneous text, voice, and video messaging among WDN users. Many suspect that Wallace Corp is monitoring their users, with their DiJis listening, recording, or reporting every written or spoken word. Even the news and information made available on WDN may be filtered. Yet most shrug and abandon user privacy for the price of cost-free communication.

Though Vid-Phon and the WDN are the main options, others do exist. Bulky satellite phones are uncommon, though a private comms channel can come in handy. The rich wear fashion accessories with wireless off-world comms devices. And the mearich, notably Niander Wallace himself, even install synthetic Halo devices that can operate synced technology via thought commands alone.

MASS MEDIA

Corporate propaganda. Columnist crusaders. Slaves to subscriptions and ad dollars. Gossip rags and bottom feeders. Information is one of the hottest commodities bought, sold, bartered, and extorted in the city, and unbiased sources are in finite supply. There's news, and then the real news. Facts, and then the truth.

THE WDN: Though not an official news source, the WDN is a deep well of data. Ask your Digital Companion any question, from the specs of the latest Spinner to the local weather, and your DiJi will provide whatever insights it can mine from its private data network. You can't prove that the WDN subtly monitors and filters data to suit their own agenda, but you can't disprove it either.

TV: Not everybody owns a TV, but everybody knows somebody who does. Few pay for the premium channels, but the UN-funded public feeds deliver enough popcorn and local news to keep people glued to their tubes. As the top periodicals cover mostly colonial news, many use the local TV news to keep tabs on the city. Sure, the UN puts their spin on things, but it's still got two fingers on the pulse.

PERIODICALS: Newsstands are the #1 source of information, offering a wide selection of newspapers, magazines, and local zines. Major publications like *Moni* and the *Independent Sentinel* report on big business and UN events with award-winning journalistic integrity. Other periodicals cover just about any industry, hot topic, or cultural obsession, while gossip rags and local zines spread rumors and conspiracy theories, some less far-fetched than others.

Since the megacorps own the WDN and TV networks, periodicals have risen in cultural value and credibility as they aggressively seek out truth, root out corruption, and publish the "real" news with abandon. Zines have especially reclaimed the streets, shedding light on peoples and political perspectives overlooked by the mainstream.

News racks are an intriguing lens into what's really going on in the city, and the elderly man in that shoddy kiosk may know the juiciest gossip and every information broker in the city. Your relationships with him and the various news sources may help or hurt you, depending upon the reputation you build and bridges you burn. You wouldn't be the first cop to make a headline.

NO LONG-DISTANCE PLANS

Barring rare exceptions, you never need to communicate with other megacities or off-world colonies. If you're needed, they'll call you. Or rather they'll

call the UN, who'll call the Governor, who'll call the Chief, who'll call you. So in other words, you're on your own.

PASSIONS & POISONS

On a dying planet, it's hard not to unapologetically live in the moment. Be who you are. Love who you choose. Do what you want to do, so long as it's legal or you don't get caught. Everybody needs to get by, so people take no shame in doing whatever it takes to endure. Luckily, LA has anything you need. Every passion, poison, and distraction you'd want. And a few you shouldn't. Happiness is a warm gun for some, a warm bowl of noodles for others. You decide and spend off-hours at your discretion. Just be discrete. Even if your partners won't judge you, the bloodhounds in Internal Affairs will sniff you out before you even know you're downwind.

ENTERTAINMENT: Hollywood isn't the heart of the arts anymore, but LA is still a bustling city of endless diversions with entire Sectors dedicated to education, entertainment, and a naughty night life. A limitless playground for anybody with time to burn. Arcades, movie complexes, and uplink cafes. Music venues and events. Universities. Cinema is high art. TV is local news, comfort food, gossip,

and luxury porn. Music is electric and loud. Drug use is casual. Sex is casual. Gender is fluid. Everything is fluid. Sex clubs are as quick, common, and conversational as coffee shops, though DiJis are the new craze. In such an isolated society, intimacy is the new and very addictive high.

BUSINESS: Until Wallace staked claim in LA, the city was written off by big business. Little more than slums to mine resources (mostly protein and energy) and advertise to a captive herd of consumer cattle. If Earthers excel at one thing, it's buying shit they don't need. Some cops capitalize on demand, running small businesses or side hustles to provide for families or dig out of debt. The market rewards entrepreneurs and ambition, especially those with political savvy and elastic ethics. Few make do without an envelope stuffed with cash and promises, may it be for city permits or syndicate protection. Hawking, or gray/black market trading, is also a legitimate way to pay bills. After all, the right salvaged part from a retired Rep can buy a crate of scotch or a house cat.

RELIGION: Off-world, faith is a nostalgic relic. Yet on Earth, religion is still a thing in certain socio-political circles. No one faith is more accepted than others. Kosher or Hare Krishna, makes no difference. Religion thrives in dark times, mostly among the poor yearning for strength in numbers and a greater plan. True, religion is more found on the lower floors today, though megarich sects with heavy consciences, occult fetishes, or god complexes do find faith, too. Religion is even found among Reps with closeted obsessions with souls and a reason for being. In truth, the laws tell you what's legal, but rarely what's right. So some cops find comfort in faith to question or legitimize their choices, if only to better sleep at night.

POLITICS: If you're looking to pick a fight, you're in luck. Everywhere you look is someone in dire need of aid or a punch in the face. You can join your megacomplex community. Lobby UN officials or the DA's office. Consult for the UN or private sector. The most divisive topic is Replicant Rights, but it's a coin toss which side a cop takes. Empathizers are experts at pouring salt onto angry wounds, while Sympathizers can guilt trip with the best of them. Even if you're only just doing what you're ordered (or engineered) to do, you'll be caught in the crossfire between these two sides. Eventually, you may need to choose one or the other.

CRIME: The B&W color of law doesn't always fit a morally gray world. It's a hard truth that many cops take skim with their coffee. Some owe too much and fall into the wrong pockets. Others learn from punks doing it wrong and do it right for themselves. And there are those righteous or disillusioned who lose faith in the justice system, using off-hours to settle scores and do what's right, regardless of what's legal. It's a slippery slope, though. One slip up in the moral gray can become a permanent black stain on your record. That's why there is a network of cops who protect and self-police their own off the books. Allowing lines and laws to slip for fellow family in blue. So if a righteous cop aims to cuff a crooked cop, they should be prepared to face half the precinct. And get judged by the other half.

FOOD & DRINK: Some badges are basic. While others pursue causes or cash, all you want is a barstool and a stiff drink. Perhaps you savor the burn in your chest as you get drunk on regrets you refuse to let go. Or maybe those pains all melt away as you chomp into that cheeseburger you know is neither cheese nor burger. Doesn't make it taste any less sweet. Since most living spaces lack kitchens, eating out is a way of life. Street food is everywhere, and whatever you're craving, there's a food cart, kiosk, cafe, or pub within walking distance serving it up hot. Luckily, your LAPD-provided apartment does have a kitchenette, so there is also a plethora of pre-made, pre-packaged options that vending malls deliver in moments, requiring only a stovetop and water to dine at home.

ADVERTISING

The first and last thing anybody notices about LA is the advertising. You'd think the colonies and megacorps would forget about the Specials they left behind, but the omnipresent marketing suggests otherwise. If there's one disposable resource still mined on Earth, it's your money and mindshare.

Advertising is everywhere. Beaming atop every major building. Sprawled across every wall. Signs stacked atop signs on every street. The atmosphere in the city is so dense, drones can even project on the air itself. And it's all promoting products available now and just a palmprint away.

Don't know what you need in life? Don't worry. Somebody else does. Technologies all around you are mining your exegetic data and personalizing marketing just for you. Emanations interact directly with you. Promotional signs change content as you pass. Billboards

10 meters tall showcase products hand-picked for your needs and the private life only you and the megacorps could know so well.

It can be overwhelming, even violating at first for the young or refugees new to the city. It's not like you ever granted the megacorps permission to know every intimate detail about you, but every drone and bus sign seems to know it all just the same. It can be overwhelming, even violating at first for those new to the city. Yet over time, you grow numb to the bombardment, though it's uncanny how much those marketing drones seem to know about you. Makes you wonder what your exegetic data truly says about you. How much they really know. And what other advanced technologies are here or elsewhere, mining insights and secrets you wouldn't tell your best friend.



WATCH FOR SIGNS

You can learn a lot about what megacorps think of a part of town simply by the advertising. Only the wealthier Sectors sell off-world emigration dreams, premium goods, and luxuries. The poorer districts aren't offered the chance to begin again. Only daily necessities and pacifiers like fast food, medication, entertainment, and endless impulse buys from drugs or sex, to digital companions.

It's all nothing but cheese for trapped rats living hand-to-mouth and biding time. You can even glean what your exegetic data says about you. If the drones keep advertising depression medication, question your life choices. And if they're promoting the latest innovations in body armor, perhaps call for back-up. Those drones always know more than you do. Even about you.



GOING DOWNTOWN

When the superpowers cracked, the megacorps swept up the pieces. Large-scale territories like the West Coast, East Coast, and vast portions of the south were consolidated into independent principalities like Los Angeles, New York, Miami, and Atlanta. These massive incorporated cities are each privately owned by different megacorps, each funding their own city's urban planning and development on an epic scale.

It only made business sense, really. Take a scattered, dwindling populace and condense them in metropolitan hubs to keep the cities functioning, the economies strong, and the limited resources focused on centralized housing centers, power grids, and supply chains. City planning with the uninspired, methodical efficiency of a VP of Operations.

Los Angeles is one of the largest megacities, with its borders stretching from San Francisco to old San Diego. The hub of LA, commonly called Downtown, is broken down into 19 Sectors nearly bursting at the seams with refugees

and opportunities. Each with its own unique personality and role to play in the city.

To work your cases, you've got to work this city. Leveraging the strengths and shortcomings of each Sector like pieces on a chess board. Investigations will twist and turn throughout city limits; leading from penthouses to pubs, court rooms to cartels... all as you chase down leads, source informants, and smoke out suspects. How you keep your bearings and navigate these clashing cultures can set a cold case on fire.

Just don't forget that the system still romanticizes LA as a place of endless possibilities for a reason. It's the birthplace of modern entertainment and technology. The socio-political and industrial hub of the colonies. Bleeding and breeding grounds for the most brilliant and brutal minds to compete, cheat, thrive, and eat each other alive.

It's a breathing, seething circus where anything can and does happen. So no matter how well you know this city, it always has a way of surprising you.

MAINTAINING THE MYSTERY

In *BLADE RUNNER*, the city of Los Angeles has always been shrouded in mist and mystery. This roleplaying game is intended to build a sandbox for storytelling, but no game could ever truly capture every nuance of this inspired universe. Nor would we want to. So we intentionally don't explore every corner of the city. We only provide the key Sectors

and their most familiar landmarks. The rest? That's up to you. Every Sector has its own unique offerings and personality. Yet don't forget to play in the theater of the mind. The city should never lose its mystique. Always looming as this dark and stormy city far bigger and taller than anything one *Blade Runner* could ever see.

CENTRAL LOS ANGELES

SECTOR 1

NIGHTCLOS ROW
EARLY 9
THE SNAKE PIT
BRIGHT EYES
BEAUTY SALON
KUMITE
APHRODITE
RED LIGHT DISTRICT
A&B SPORTS
STADIUM
MONTI
MAGAZINE MILE
RAG ROW
KILL

SECTOR 4

GRIFFITH
OBSERVATORY
WALLACE
CORPORAT
TYRELL
CORPORATION
KOREATOWN
LOS ANGELES
CONVENTION CENTER
CHINATOWN
DONA ROW
ANIMOTO ROW
HAWKER'S CIR
PISS ALLEY
LAPD HEADQUAR
LA COURTHOUSE
CITY HALL
INDEPENDENT
SENTINEL
GBS NEWS
FINANCIAL
DISTRICT
SHAW
FINANCIAL
LA STOCK
EXCHANGE
LA CENTRAL
LIBRARY
THE METROPOLITAN
GRAND
CENTRAL
MARKET
LITTLE TOKYO
SHOPPING DISTRICT
BIBI'S BAR
NAPLOPO
RETIREMENT ROW

SECTOR 5

SECTOR 9

DOBILVY'S
FASHION
DISTRICT

SECTOR 12

SEA WALL DOCKS
LAX SPACEPORT
WAREHOUSE DISTRICT
MUNICIPAL WASTE
AND SANITATION

THE KIPPLE

LOS ANGELES



MAIN LOS ANGELES SECTORS:

SECTOR 1: Entertainment District

Red light district. The hottest bars, nightclubs, and sex clubs. The shadiest business is conducted here, where criminal syndicates wheel and deal through the gray market and their casinos, tabloids, adult entertainment, and chop shops.

SECTOR 2: Arts District

The University of Los Angeles and the sprawling theme parks and entertainment complexes with arcades, movie theaters, exotic cars, and other distractions for families, young adults, and vanilla thrill seekers.

SECTOR 4: Industrial District

The nexus of technology. The headquarters for Wallace Corp and Tyrell Corp. DNA Row and Animoid Row house the best bioengineers in the adjacent Chinatown, along with the public face of the black market at Hawker's Circle.

SECTOR 5: Central District

Little Tokyo is home to the biggest shopping district and all UN agencies and institutions, including the LAPD, LA Courthouse, City Hall, the District Attorney, and the Governor. Buzzing around this political hive are the TV news networks, periodicals, and special interests.

SECTOR 9: Commercial District

Once a derelict ghetto, the Fashion District is now a VIP megarich community. New money thrives in the Arts District, while old money resides in the same Financial District banks from a century ago. All a knife's throw away from Retirement Row, a few blocks of lawless mayhem where street gangs and scavengers roam wild.

SECTOR 12: LAX Spaceport

The Los Angeles Interstellar Spaceport, along with the industrial warehouse district and Sea Wall docks, are the transit hub for all domestic, international, interorbital, and intercolonial imports and exports, including most passenger vessels, cargo, and municipal waste.

SECTOR 5

CENTRAL DISTRICT

The socio-political center of the city. Home to all UN agencies and institutions, this is where the lawmakers and deal-breakers run the city. The cops, the courts, the politicians, even the news and special interests all plot, fight, and back-alley bargain for power, order, and justice. In that order.

Only thing louder than that angry hornet's nest is Little Tokyo's Shopping District, the largest vending mall swarming with half the city day and night. There, the hustle and bustle, commerce and cacophony never stop. So ablaze with neon, you can see it like an electric bonfire from 1,000 feet up and miles away.

Central is the home-base for all UN branches of government. Not just the LAPD, but the Governor, the District Attorney, UN delegates... all the political bigwigs in the city. Naturally, these shark-infested waters attract the special interests and mass media, with the TV news networks and periodicals all based within walking distance from the courts and City Hall.

Since LAPD employees receive free housing in this Sector and many UN employees working nearby also take up residence here, it's easily the safest Sector in the city, virtually overrun with officers on and off the clock. That might explain why anyone below the 100th floor is desperate to live in Sector 5. Living within earshot of 10 cops at all times tends to put a damper on crime.

Add the biggest, most bombastic Shopping District in LA and the eclectic culture and food carts of Little Tokyo, and it's no surprise that Central is the beating heart of the city.

LANDMARKS:

LAPD HEADQUARTERS: Home-base for the Rep-Detect Unit and all divisions of Los Angeles Police Department Precinct 995.

LA COURTHOUSE: Location of the LA District Attorney's office and most major court trials. If you need to go to court, obtain a court order, or visit the District Attorney's office, it's here.

CITY HALL: Where Governor Kolvig and most governing and visiting UN delegates hold court.

TV NETWORKS: The UN controls GBS and the other local public networks, filming LA's daily local news and scripted, state-run programming and propaganda on Sector 5 sound stages. You can still find a kernel or two of truth in the local news, and there are those inside the system who don't always stay on script, so there are RDU allies there.

MASS MEDIA: Though most of the newspapers, gossip rags, and indie periodicals are all centralized in Sector 1, their best and worst investigators and headline chasers are all here, if only to be close to the LAPD, the Courthouse, and City Hall. You'll find Independent Sentinel reporters recording quotes in every coffee shop, and eavesdroppers from gossip rags in every shadow. If you're looking for the best socio-political scoops, snitches, and truthseekers, you'll find them here. Or they'll find you.

LAPD HOUSING: A series of apartment megacomplexes that house most LAPD employees.

LITTLE TOKYO SHOPPING DISTRICT: Home to the largest, most popular vending mall. The old spirit of Little Tokyo still thrives with their ancient tent markets, bazaars, and easily the best Japanese street food in LA. Don't pass up the White Dragon Noodle Bar, a cop-friendly townie staple open 24/7 since 1982.

NAPLOPO: An always-open cityspeaker pachinko bar and uplink cafe with a "Blade Runner Special" – a private back room with unregistered uplink terminals for anonymous WDN searches. Though uplink anonymity is illegal, Vice turns a blind eye in exchange for free use of their cutting-edge facilities off-the-books.

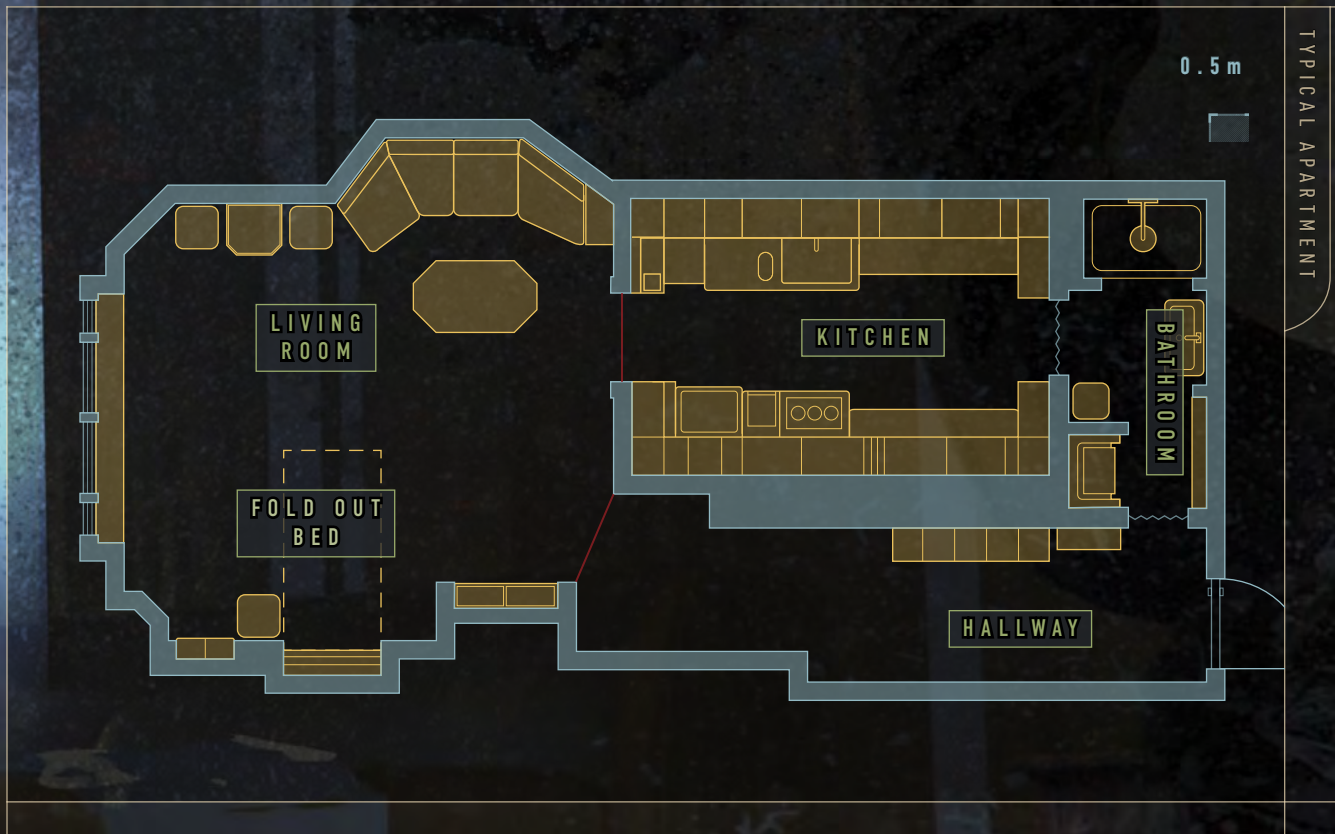
INDEPENDENT SENTINEL: Bastion of truth and bonfire of vanity, The Independent Sentinel is LA's most esteemed source of investigative journalism, both respected and feared across the system. Reporters armed with little more than press passes and death wishes brazenly

pursue the truth and protect the integrity of the city. Depending upon the circumstances, they may be your greatest resource or worst enemy. But never your friend.

BIBI'S BAR: This Doxie heaven is the best Rep-run sex club in LA. A safe haven for Replicants and Sympathizers to mingle and make mischief undisturbed. Rumor goes that Wallace Corp is a silent partner, using Bibi's as R&D for the latest Doxie tricks. Nobody knows the marquee Bibi running the show from behind the curtain. Some say that she's an angel Niander kept for himself.







HOME SWEET HOME

Welcome to your UN-provided apartment. Free of charge. Sure, it's a small studio in one of the countless cookie-cutter housing complexes. Every studio on the block probably looks just like yours. You're not exactly spoiled with square footage either. The entire studio is one open room, with little more than a kitchen in back and a living room that doubles as a bedroom. The place is so small, the closet could technically classify as a second bedroom by comparison.

Even still, it's certainly much nicer than you could afford on your salary, and it's not without its perks. It's one of the few places with a full kitchen and a private bathroom.

It's decked out with LAPD-exclusive amenities: a personal Esper terminal, emanator ceiling mount, even a spinner pad on the top floor, though for emergency use only. You were even lucky enough to score a balcony, and while you're not above the 100th floor, you're not street level either. And every time you stare out upon the city on that ledge, watching as the city breathes and Spinners soar by above and below, it's hard not to feel above the shit. Even if only for a second.

All said and done, it's a private slice of heaven considering what most people in this city call home.

SECTOR 4

INDUSTRIAL DISTRICT

The UN will say that Sector 5 is the heart of LA, but Sector 4 is home to the Synthetic business and the Black Market, the two industries truly keeping the city alive.

Sector 4 is the heart of the entire system's Replicant industrial complex, and the sun around which that interstellar system revolves is Wallace Corporation. This mega-tech titan is one of the only remaining superpowers: employing tens of millions across the system, owning a sizable portion of LA real estate, and driving various essential industries including protein, digital companions, the Wallace Digital Network, and Replicants. It's an unspoken truth that Wallace Corp is above the law with enough money and influence to sway all corners of commerce and politics to their whims. That's why the LAPD doesn't have a real say or sway in Sector 4. Wallace employs its own security force armed for Armageddon, and even the UN turns a blind eye to Wallace's buddies and backyard.

Encircling this juggernaut are the Silicon Slums of Chinatown, where DNA Row and Animoid Row house only the best (or most unscrupulous) contractors in bioengineering. With the return of the Replicant industry, it's a wild frontier in the Rows among the army of engineers desperate for Wallace contracts. A brutal war – fought both with bullets and more covert espionage/sabotage – seethes between the countless suitors.

It's not just because Wallace Corp's HQ calls Sector 4 home either. The best bioengineers in the system have always flocked to the top synthetic R&D labs and contractors rooted in

DNA Row for decades. Some hope to get scouted or acquired. Others are content with their high-priced contracts. And a few thrive in the shadows of Animoid Row and the Black Market where the boldest innovators push the limits unchained by sanctions or ethics.

After all, Chinatown has always run by its own rules. Especially the black markets upon which corps and the commonwealth alike depend. The trickle-down supply chains have long been abandoned by the public, who instead utilize more reliable (but less reputable) sources for all their needs. And Hawker's Circle, Old Chinatown's seminal open-air bazaar, is the heart of that operation. A thinly-veiled front for the black market where anything – including information and influence – can be bought, sold, bartered, or stolen for the right price and sacrifice.

LANDMARKS:

WALLACE HEADQUARTERS: Their new HQ under construction is the largest building in the city, dwarfing the nearby Tyrell pyramid. Though still years from completion, its message is already crystal clear. In LA, there is Wallace Corp, then everyone and everything beneath them.

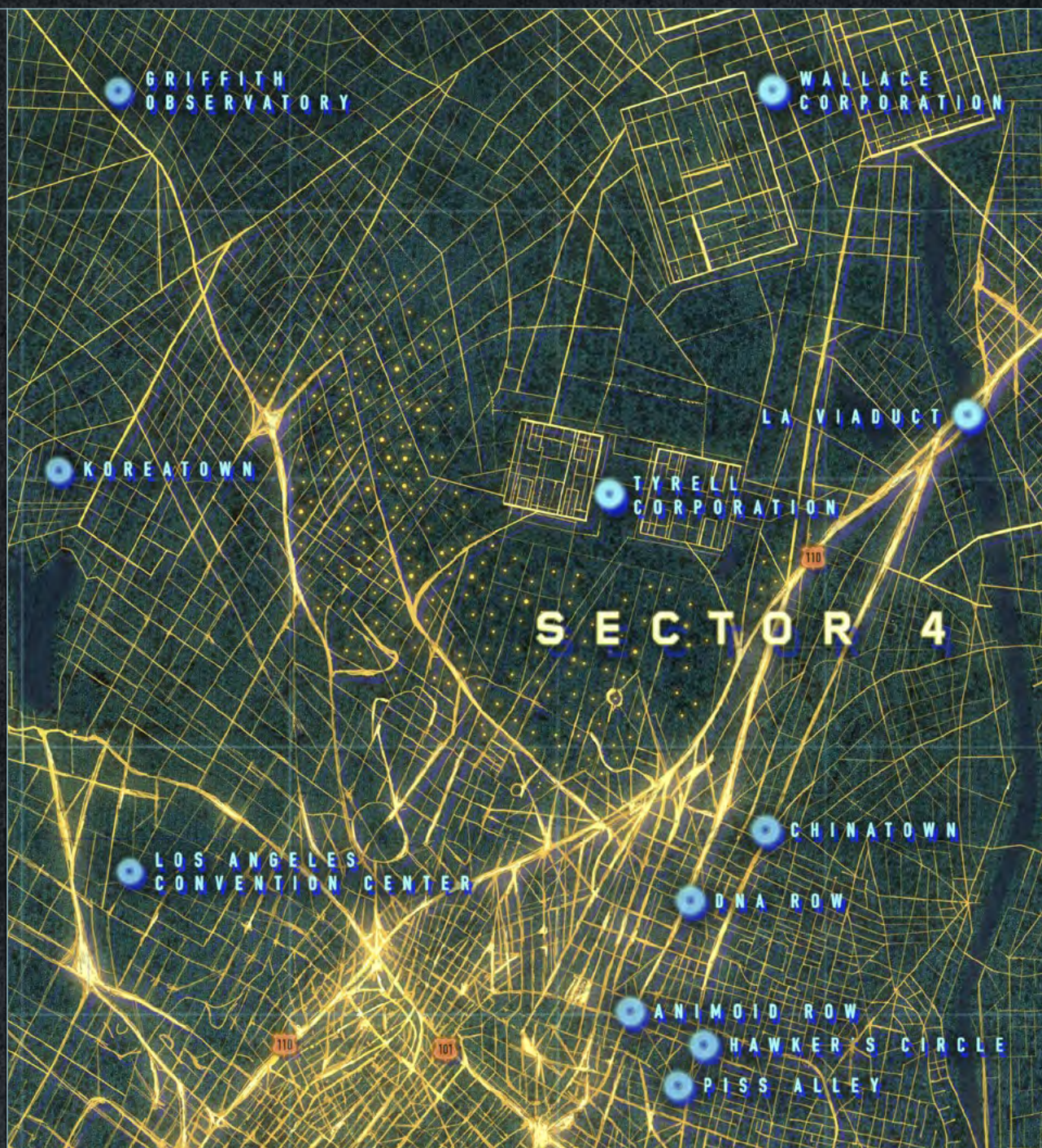
TYRELL CORPORATION: Once the heart of the city, the huge pyramid is now just one of many manufacturing plants and office buildings for the Wallace Corp empire.

DNA ROW: Legions of the best bioengineers and tech vendors in the city, all crammed into the adjacent Chinatown slums surrounding the Wallace Corp headquarters.

ANIMOID ROW: A timeless boulevard of back-alley hawkers of every animoid under the shrouded sun.

HAWKER'S CIRCLE: Old Chinatown's infamous open-air bazaar of artisans, pawn shops, and dealers in everything you shouldn't want and can't find anywhere else.

PISS ALLEY: A labyrinth of narrow, dimly-lit alleyways filled with the trendiest eateries and the juiciest gossip.



CHINATOWN

Chinatown was once a dilapidated neighborhood of old shops, temples, cold water flats, and run-down motels only addicts and fugitives called home. When Tyrell Corp rose to power decades ago, the best bioengineers flocked to LA and gobbled up the affordable, pyramid-adjacent real estate in the Old Chinatown slums. Decades later, the Silicon Slums are thriving with the best bioengineering labs, vendors, and synthetic artisans in the system, all jammed into little more than a few city blocks of retrofitted brickstones squeezed in between noodle shops and temples. Not to mention Hawker's Circle, the beating heart of the black market.

DNA ROW: Nearly every square foot of Chinatown is consumed by this infamous tech hub boasting the latest & greatest contractors, retailers, and resellers of synthetics, biofarming, and bleeding-edge tech. The UN's strict regulations aren't closely monitored in Wallace's backyard, so all the top R&D labs are rooted here for good reason, attracting the best talent with promises of unfettered exploration and innovation. Most mercilessly compete for the next Wallace contract, though some competitors seem content to grapple for the scraps. Speaking of scraps, you'll find more

than a few chop shops and counterfeiters servicing the lower floors and fringe outfits here, too.

ANIMOID ROW: The shadier side of Chinatown caters to the bioengineering, manufacturing, and sales for all animoid products and services. While DNA Row always evolves, old Animoid Row just stays the same. Staples like the Fish Ladies, the Dragonfly, Runciters' Zoological, Superior Pet, and inscrutable Abdul Ben Hasan and his equally cold-blooded reptiles are still peddling the same wares under the same flickering neon signs as they have for decades. Kids especially enjoy a stroll down the eclectic causeway, gawking at the rare, exotic, and extinct animals and animoids on display.

PISS ALLEY: Named after its sister strip in Tokyo, this maze of narrow alleys is forever packed with people clamoring for counter stools and elbow room in the tiniest and tastiest restaurants, pubs, and street food carts. Many informants prefer to meet in these dingy, dimly-lit alleys where the beer flows and Esper eyes rarely pry. A common stop is Howey Lee's, who is generous with his portions, LAPD discounts, and selective hearing.

HAWKER'S CIRCLE

Deep inside Animoid Row is Chinatown's infamous open-air bazaar – an always-open strip of countless tents, tables, kiosks, and other make-shift storefronts where anything can be lost or found if you poke around long enough.

On the surface, this Old Chinatown ghetto is little more than a flea market for second-hand goods; a haven for scavengers and retrofitters buying, selling, and trading refurbished wares for everything imaginable. A mishmash of artisans, pawn shops, scavengers, and resellers rarely sell what you want, but often can get what you're looking for. Beyond what's on the shelf, Hawker's Circle is the trafficker's super highway. Your first and last stop for anything you need or anyone who doesn't want to be found: illegal or stolen goods, skins and counterfeiters, forgeries, mercenaries, fugitives, even the Underground.

You'd think Blade Runners wouldn't be welcome here, and you'd be right. Even still, most will help the right cause if it helps theirs, too. Mantis, the proprietor of the Prawn Shop & Aquatic Emporium, is particularly a friend to the force. He's often willing to whisper among the loud, gurgling animoid fish tanks up front, so long as you overlook the stolen goods he's running in the back.

RUNNER SURPLUS: The RDU's worst-kept secret is a Hawker's Circle retailer that's been exclusively catering to Blade Runners for decades.

Why? Well, sometimes the red tape won't cut or requests get rejected. There are things you just can't (or shouldn't) get through official channels. Not if you want to keep your badge. So, suffice it to say, half the RDU owes a closed case or two to this off-the-books oasis and its crotchety owner Bob Gorsky. Sure, he'll price gouge you with a grin, but he'll rarely let you down.

Here you can buy, rent, or order an evolving selection of specialized gear: weapons, armor, drones, surveillance/bugging equipment, even ex-CDP artillery. You can also mod standard-issue gear with upgrades like larger magazines, suppressors, or special ammo. They'll even buy whatever you're selling, so long as others may need it. For more on getting gear on the black market, see page 204.

KARMA: At the end of Piss Alley is Karma, a trendy karaoke bar with revolving conveyor sushi belts. There is a truce among this restaurant's clientele of cops and crooks alike who agree to check their beefs and badges at the door. After all, as the slogan says in neon above the main entrance: "What comes around, goes around."



SECTOR 9

COMMERCIAL DISTRICT

Sector 9 is a perfect microcosm for the evolution of LA. Decades ago, Sector 9 was easily the worst part of the city, overrun with poverty and crime. Only the banks and the Stock Exchange entrenched in their centuries-old Financial District buildings dared remain. To reclaim the Sector, the banks funded a legion of land developers to scoop up the cheap real estate and gentrify the area. For decades they tried, but since Sector 9 was mostly gang territory and low-income housing, the poor tirelessly fought to stay, if only because they had no place left to go.

Failing to seize the streets, the rich retrofitted the old buildings into foundations and simply built on top of them, scaling upwards to erect the tallest skyscrapers in LA. All topped with private, luxurious penthouses, each the size of a city block with their own spinner pads, ensuring their owners never need cross paths with the poor 200+ stories below.

As that elite community grew, the Fashion District grew around them, cultivating a rich culture of the hottest restaurants and entertainment, all exclusive to this VIP community giving new meaning to "high society."

Most of LA has since followed suit, segmenting one city into two halves, with the affluence and influence of the citizenry measured by altitude alone. How far above they lord over the lower classes far below.

If you only knew Sector 9 from the 100th floor up, this would be your dream neighborhood. The most desired housing. A flourishing arts community. The best schools. Yet head

street level and you'd find a drastically different landscape full of derelict hovels where only the most destitute and dangerous dwell, full of rampant crime in broad daylight and shameless brutality. Anarchy. Walk the streets for five minutes and get swarmed by looters. Stay longer and you'll need a police escort to get out alive.

LANDMARKS:

FASHION DISTRICT: The trendiest upscale community within the city limits. All those appallingly well-paid tech industry titans and politicians working nearby in Sectors 4 and 5 need to live somewhere, and most take up residence here. Most VIP social functions, fundraisers, and events are also hosted in the area. The annual take alone from Ogilvy's, the city's most elite broker and auction house of collectible art and antiquities, could fund an entire colony. And probably does.

FINANCIAL DISTRICT: The oldest profit centers and collectors, the banks and the LA Stock Exchange have long staked their claim on this district. All of the money flows through these seminal financial institutions, which take no sides as they inflate, stifle, and extort all sides equally. There is more business and avarice here on a normal day than in most of the surrounding Sectors combined. If you're chasing the money, here's the finish line.

GRAND CENTRAL MARKET: A cultural landmark for over a century, this emporium is a vast sea of food stalls offering every cuisine and catering to every craving imaginable. Sugar, spice, and every kind of vice, both legal and illicit. As the last remaining common grounds for rich and poor alike, you can find (or lose) anyone here. Including yourself.

LOS ANGELES CENTRAL LIBRARY: Defying all logic, the LA Central Library has remained open to the public all these years, amassing the most comprehensive collection of books, periodicals, microfiche, entertainment, and more. It's also one of our only remaining historical records and cultural links to LA before the Blackout. As much as the LA Mainframe and the WDN claim to know everything, only the Central Library truly knows all.

RETIREMENT ROW: Once known as Skid Row, this is the most dangerous part of Los Angeles. Even for you. Here only criminals, gutter rats, and street urchins can safely congregate and conspire by the barrel fires. The LA Viaduct, a derelict

bridge that collapsed after an earthquake decades ago, is the anarchic capital of the Kipple and their fisher kings. Amidst the concrete rubble run the homeless, orphans, gangs, and all those who've slipped through the societal cracks. Some by choice, others by fate or ill-fortune. Everyone knows that Skid Row is the best way to access the Underground, a vast network of defunct subway tunnels and sewers lining the city's underbelly. And everybody knows that the Replicant Underground lords over that territory, hence the new name. Retirement Row is home turf for the Replicant Underground, and while every cop knows it, the Underground has made it clear that no badge is welcome to visit without back-up from a Special Ops strike team.



SECTOR 1

ENTERTAINMENT DISTRICT

Las Vegas is gone, but its spirit lives on in Sector 1. Anything goes in the entertainment district infamous throughout the system.

The biggest music venues, recording labels, and talent agencies. The most exclusive bars, variety shows, and nightclubs. The riskiest casinos and gambling rings. The raciest strip joints, sex cults, and sound stages of adult entertainment and the red light district. All amusements, addictions, fetishes, and fascinations are unabashedly gratified and glorified here. And all under the watchful eye of every tabloid in town, reveling in the sin and shit like pigs on holiday.

It'd be anarchy and debauchery in the streets if not for the criminal syndicates pulling the strings behind the curtain, keeping their legitimate fronts on iron-clad tracks and an unforgiving schedule. Much like the Vegas of old, people tend to remember their manners when the proprietor is willing to take more than your money.

It's easy to get distracted in this wanton wonderland, but don't oversimplify the breadth of business being done here and the high-stakes games being played far beyond the poker tables. From the music studios to the Hollywood producers and talent agencies, here the power brokers of entertainment wage their never-ending pissing contest, poaching meal tickets and back-stabbing best friends for a bigger percent of the pie.

Legends have been born on Nightclub Row among its iconic theaters, music venues, variety acts, comedy shows, and nightclubs. Stars have risen and fallen in a day, all due to the secrets, shivs, and handshakes exchanged every night in those VIP booths and back rooms.

And just as the Independent Sentinels of mass media converge upon City Hall, the tabloids circle

overhead in Sector 1 like voyeuristic vultures. Eavesdropping upon every whisper. Taking snaps from every shadow. Ready at a moment's misstep to swoop down and scoop the next front-page sucker or scandal. Just make sure the next misquoted source on those newsracks isn't you.

LANDMARKS:

NIGHTCLUB ROW: Like the old Las Vegas Boulevard, this one long and massive strip of bright lights and night lives is the backbone of the entertainment district. Here, legendary venues sell the dream and set the standard for the entire system. For the rest, it's a brutal rat race, where new bars and clubs pop up and implode overnight, only for the next club owner to pounce on the lease. Even on Nightclub Row there are only so many spotlights, and every mover and shaker will do whatever it takes to get center stage.

RED LIGHT DISTRICT: Casinos. Strip joints. Sex clubs. Fighting arenas. Gambling rings. Drug dens. Every indecent proposal is bought and sold here. LA has no short-term memory and a short attention span, so few people will openly judge an indulgent night or two. So you'd be surprised who you see here. And who sees you.

RAG ROW: Home for all unsavory tabloids, porn pushers, and ambulance chasers, most notably KILL – titan of the tabloids extolling and exploiting the worst gossip, the worst crimes, the worst of humanity. If there's a story stirring outrage, selling scandal, or reminding you how lost and depraved society has become, KILL is printing it.

MAGAZINE MILE: From the puff pieces at Moni, the scientific essays at Droid, to the lowbrow gags at Dorgon, nearly every magazine on the newsrack is written on this strip. Everybody who isn't chasing political soundbytes and scandals in Sector 5 is printing headlines here.

BEAUTY PARLORS: Entertainment thrives on instant gratification, and the Sector 1 beauty parlors are the source of countless regrets after one too many impulse decisions. You'll find the best stereoscopic tattoo artists designing intricate, electric masterpieces, side by side with cosmetic augmentations turning people into walking status symbols. Most salons are legit, though some may double as chop shops or counterfeits for kingpins at times. Sympathizers run a few upgrade centers and beauty salons here, providing maintenance and assistance to Replicants in need.

THE SNAKE PIT: Variety club infamous for their strong drinks, five-star entertainment, and sordid history. Decades ago, one of their

performers was retired on the street, later revealed as a fugitive Nexus-6 conspirator behind the infamous 2019 Tyrell Corporation Murder Spree. Owner Taffey Lewis spun the infamy into free publicity, turning his sultry club into a sensation. The Pit still attracts the best stage performers around, mostly because half the audience works at the nearby agencies.

EARLY Q: Early's rock venue is one of the biggest on the strip, but the real draw of his music hall is its "secret" VIP speakeasy only accessible to the most elite in high society. Early swears on his mother's grave that the speakeasy doesn't exist, but that won't deter the hordes of hopefuls standing in lines wrapped clear around the block.



SECTOR 2

ARTS DISTRICT

Yes, LA is filled with the most exclusive eateries and entertainment. Yet most hot spots only cater to the megarich, and even then only a small fraction can get past the velvet rope, let alone afford the cover charge. For the rest of the city who just wants to catch a movie, play some games, and enjoy a fun and frivolous night out with little chance of regret or a wrap sheet, Sector 2 is the place to be.

If Section 1 channels the spirit and sex appeal of Vegas, Sector 2 evokes the wholesome glee and garish insanity of Akihabara. If you ever wanted to live inside a pinball machine, welcome to this neon paradise of electric, eclectic entertainment with sprawling arcades, movie theaters, theme park attractions, sports arenas, playing fields, exotic cars, food courts... all (mostly) affordable, responsible chills and thrills for the whole family.

While LA is famous for its fine dining and night-life, it's a sad truth that most of those options are inaccessible to the lower floors. Needing an entertainment destination all their own, the have-nots have culturally clung to this Sector. The young adults have especially staked their claim on the arcades and entertainment centers.

As many teens in low-income homes fall into street gangs and syndicates, Sector 1 is steadily becoming gang turf. A palpable tension is rising in the air; not just between gangs, but the townies who won't be intimidated.

The Arts District isn't just about arcades either. Academia also thrives in Sector 1 at the esteemed University of Los Angeles, where droves of undergrads pursue countless disciplines while graduates compete for seats in their elite R&D labs. Many industries, even the CDP, empty their deep pockets to ensure the brightest minds in these academic brain trusts are solving their problems.

LANDMARKS:

HYSTERIA HALL: This huge entertainment complex is the biggest attraction in the Sector. If you can't find something fun to do here, you're not any fun. Just watch out for the territorial teens getting possessive over who gets to play the best arcade games. Be warned, they're not playing around.

UNIVERSITY OF LOS ANGELES: A prestigious collegiate campus offering all the timeworn traditions. Dorms, frats, sports, cheap beer. Far too many libraries, labs, lecture halls, and hormones. It's a place of higher education, but it's really a thriving business driven by the well-funded R&D labs devouring private funds and government grants like they were in popcorn tubs with free refills. While there may not be an expert on every topic here, there's at least one person who thinks they are.

UNIVERSITY OF LOS ANGELES MEDICAL CENTER: The University of Los Angeles boasts the most advanced hospital and medical research center in the city. On the rare occasion that Coco is stumped, head back to school.

SECTOR 12

L A X

Ask anyone what's in Sector 12, their only answer will be LAX. The Los Angeles Interstellar Spaceport is the only functional airport and spaceport on the West Coast, servicing an endless stream of incoming and outgoing domestic, international, interorbital, and intercolonial flights. Most only know LAX for the off-world commuter transports in every Special's dreams, but in truth LAX is the transit hub for the city's essential import/export business.

A spaceport the size of a small city, LAX is the destination for every incoming and outgoing flight on the West Coast. Only big business can afford fossil fuels, so you won't see many on-world commuter flights aside from megarich jetsetters on private shuttles. Most on-world flights are freighters hauling an endless variety of consumer goods and necessities from one megacity to the next.

A majority of all goods in LA come from off-world, coming planetside via the constant stream of interorbital shuttles making surface-to-orbit treks multiple times a day on a regular schedule. No different from a downtown train ride, these municipal moonbuses ship cargo and commuters alike to and from orbiting spaceports where massive intercolonial ships dock and depart.

Once cargo makes it planetside, things get interesting. Surrounding LAX is the expansive Warehouse District, a dense concrete forest of hollowed out megastructures that function as little more than storage lockers for the staggering downpour of payloads entering orbit on a daily basis.

Entire fleets of tankers work round the clock, hauling masses of legit and illicit merchandise of every kind into and out of repositories that stretch for miles south, straight to city limits where only Sanitation and the insane call home. There, lining the farthest edges of Los Angeles, is a shameless sierra of waste – mountains of stockpiled garbage and debris to be sorted and scavenged before getting shipped off to rot in the San Diego wastelands.

LANDMARKS:

LAX: The one and only airport and spaceport on the West Coast.

WAREHOUSE DISTRICT: This far-reaching region of storage facilities is the nerve center of the city's import/export business. Nearly all consumer goods bought and sold in LA pass through this transit hub, including a hearty share of illegal merchandise and ill-gotten gains smuggled, hidden, or stolen by the merchants, thieves, and traffickers who can work the system. More goods here are lost or stolen in a day than you could buy in a lifetime.

MUNICIPAL WASTE AND SANITATION: Lining the fringe of city limits is the Kipple, a mountain chain of mile-high landfills where waste management dumps all of the refuse from the city for the scavengers to transport to the San Diego municipal landfill.

SEA WALL DOCKS: With freighters handling all legitimate domestic shipping, only smugglers and fugitives desperate to remain unseen would risk the open and angry seas crashing against the huge Sea Wall day and night. Even still, there are a few known spots along the Sea Wall where tides are low and stakes are high for smugglers to dock, drop, and swap goods under the dark of night.



SEPULVEDA SEA WALL

Due to climate change, all coastal regions have been besieged by rising sea levels and ravaging tsunamis, forcing mass evacuations from ever-receding borders. As a last-ditch effort, LA began construction of a massive hydrodam along the coastline, safeguarding their borders while farming precious energy for the city.

Built atop Interstate 405, the Sepulveda Sea Wall first broke ground in the 2020s. Though LA and most of San Diego and Santa Barbara are now protected, the Sea Wall is still nowhere near completion. The loss of its Replicant workforce post-Prohibition drastically slowed production for decades, and only after the recent repeal of Prohibition is there a renewed hope to complete the

coastline in one or two decades – largely due to the countless Replicants commissioned by Wallace Corp to expedite production. An offering many suspect was a bargaining chip that won more than a few repeal votes within the UN.

The Sea Wall was once the tallest structure in the city, designed to stand above even the worst sea-level projections. Not to be outdone, Wallace Corp is now constructing their new LA HQ: three airtight blades designed to cut through a city-wide flood. So if the Sea Wall ever falls, only Wallace Corp would be left standing, towering above the watery ruins of LA, functioning at optimal efficiency and open for business.





B E Y O N D D O W N T O W N

Though the borders and jurisdiction of Los Angeles now span from San Francisco to San Diego, Blade Runners rarely need to venture outside Downtown for investigations. Even though you've never visited most of these places, you're aware of them enough to know that you're not missing out on anything. It doesn't help that the city has essentially encompassed itself with sprawling

landfills and vast solar fields and protein farms, making the outside world virtually inaccessible if you don't own a Spinner. And no one but badges and the megarich do. So, particularly since those territories are swarming with inhospitable scavengers, most LA citizens (including cops) live their entire lives knowing that they'll never take a step outside the city.

SAN DIEGO TRASH MESA

The Sepulveda Sea Wall could not save San Diego, which was devastated by the rising sea levels that claimed so many coastal cities. Once the Sea Wall went up, the land was drained, but still remained a barren, largely uninhabitable wasteland. As waste management became a challenge for LA, using the San Diego ruins as a "temporary" storage solution was too tempting to resist. That temporary solution became permanent once Los Angeles officially merged with San Diego, turning the entire city of San Diego into LA's Municipal Waste Processing District.

Known as the Trash Mesa, these badlands evolved over time from a mere landfill to an off-the-grid society and economy all its own. In the city, the Mesa is mostly an

urban legend about feral scavengers who snatch you into sewers and sell you for parts. Though (mostly) untrue, few truths about the Mesa people are known. No one knows how many humans and Reps live there; some suspect only hundreds, others say tens of thousands or more. Most are displaced from the city, while others chose to disappear. Megacorps and criminal syndicates alike do a great deal of off-the-books business here as well, running a fringe network of unregulated R&D labs, chop shops, and scavenge yards. More than trash is discarded here, too. Criminals, refugees, rivals, even orphaned children are sent, lost, and erased here, doomed to work night and day in sweatshops thinly veiled as labor camps, halfway homes, or orphanages.



TRAVELING OUTSIDE LOS ANGELES

You won't. You're on the job, and outside LA is outside your jurisdiction. Even if you weren't in the RDU, it's very rare for anyone from LA to leave the city. Few have. Megacities are largely self-sustaining municipalities, so while faceless corporate trade may occasionally occur, most megacities and their constituents don't traditionally communicate or share resources. There is only so much left on the planet, after all. And since each city is controlled by a different collection of megacorps, each possesses its own identity, protocols, standards, and agendas.

THE ENERGY EMPIRE: In the fossil fuel era, this valley of fire-spitting smokestacks was the iconic face of LA. And a major factor in its downfall and the poisoning of the environment. Thankfully, much has changed since then, and the desert lands once known as the Grapevine and the Inland Empire are now the Energy Empire – a vast landscape solely relegated to farming, storing, and shipping energy for the city. Solar fields, wind turbines, nuclear fission plants, and protein farms stretch as far as the eye can see. Protein farms are particularly prevalent the closer you get to Vegas, as only Wallace-owned bioreactors can grow protein in such toxic soil.

SANTA BARBARA: Though protected by the Sea Wall, Santa Barbara's affluent citizens chose to intentionally flood the city to create The Archipelago – a series of isolated man-made islands, each island belonging to one wealthy individual and their massive estate fully encompassed and protected by seawater moats. Each island is heavily guarded by private security forces, so authorization is required for admission to any compound.

LOS ANGELES HILLS: Once the greenlands of the San Fernando Valley were destroyed by pollution and climate change, the barren lands were refitted as a highly over-populated depository for the countless displaced refugees and the many citizens who work in the city but cannot find or afford housing. These once green hills are now rolling concrete forests of bare-bones tenement buildings jam-packed with the working class. On the plus side, the hills are far less polluted being so far removed from the city. You'd be surprised how your standard of living can increase simply from not needing to wear a mask to go outdoors. Can you imagine?

TRAVELING OFF-WORLD

You never will. You know that off-worlders visit Earth all the time. You also know that there are many people born here who pass the Emigration tests, buy their visas, and get off this rock. You're just not one of them.

There are nine major colonies so far, each run by megacorps much like the cities here on Earth. Terraformers are working hard to establish more colonies and discover more sites, but terraforming is a painfully long, costly, and arduous process where one mistake or overlooked biome can ruin years of work. The deep-space probing for new sites alone burns infinite resources, sending humans out into the void with no guaranteed pay-off. Only with the return of Replicants has the UN re-prioritized colonization efforts again.

The first colony, the moon, is still active, though primarily now used as a spaceport. Not just for commuters, but as a transit hub for the colonial import/export business. A mirror image of the LAX outfit, just at the epic planetwide scale. The moon is also a major protein manufacturer, where a large portion of the planet is paved with terraformed biofarming plants shipping protein to Earth or other colonies.

The real off-world industry is driven by deep-space prospecting, sending exploratory vessels to claim every rock in the cosmos. New mining settlements pop up all the time, promising high risks and high rewards for those mining precious resources in the most hazardous conditions.

Should a true goldmine get discovered, they quickly escalate into warzones as megacorps greedily grapple for possession. These bloody affairs have only worsened with the influx of

expendable Replicants flooding into the private armed forces of the megacorps. You've heard horror stories about Calantha in particular, which has devolved into a hellscape where Replicants are dying in droves for megacorps who track losses with the indifference of a bean counter.

Beyond general textbook knowledge, what do you really know about life off-world? Not much. When you visit wealthier Sectors, the adverts tell you that the stars promise a bold new start filled with opportunity and adventure. If you believe the Emigration barkers, off-worlders enjoy a much nicer, more luxurious way of life, too. A standard of living far higher than anything you've known. And if you cross paths with any well-bred off-worlders or consider the radically advanced off-world tech, there is a certain polish and privilege that suggests some truth to the tales. Enough truth to feed a festering resentment of off-worlders that's verging dangerously close to boiling point.

Even so, and maybe it's just the cynic in you, but you suspect that off-world life is not as idyllic as everybody here is led to believe. I mean, if it's really so great up there, how come so many rich people choose to stay here? And how come the Emigration Program keeps trying to get more people to go up there? You don't know much about the rich, but it's fair to say that if they've got something good, they keep it to themselves. Something tells you that the suits stick to their penthouse suites for more reasons than their favorite night club in Sector 2, which breaks more laws in a night than most clubs in the system follow in a lifetime. Though you suspect that doesn't hurt.

OFF-WORLD: OFF-LIMITS

The odds of you ever getting off Earth are about as likely as Eldon Tyrell resurrecting just to sing you happy birthday. Even still, there isn't a citizen here, human or Rep alike, that doesn't catch themselves longingly looking up at those stars from time to time.

Reaching those stars is no easy feat, and most here on Earth harbor little hope of making the trek. The Off-world Emigration Program is overseen by the UN, though actually facilitated through a variety of megacorps that specialize in off-world colonization. Shimago-Dominguez and Shimata are most known for long steering that ship, but once you pass your exams, with whom you purchase your visa, how you afford the trip, and where you can go from there is a market rife with options and fierce competition.

Passing the tests is by far the greatest obstacle. In all fairness, the tests exist for a reason. The rigors of space travel and the cryogenic process is a physically demanding experience, and off-world life presents its own variety of challenges that push everything from your bone density to your intelligence and immune system to the limit.

Given that there is a finite number of visas available, every time someone claims a seat to the stars, someone else is left behind. Hence, Emigration Tests have always been rigorous with ruthlessly high standards. Everything from criminal records or health defects to IQ tests can impact your evaluation. Plus, Emigration programs often seek out specific skills or rare physical/mental aptitudes. So even those candidates of sound mind and body may not merit the few visas available, even after they're cleared to go.

Yet like all things in this city, there are rules everybody must follow and rules the fortunate few pay to break. Enough money or influence can grease any gear, and it's the worst-kept secret in the system that anybody willing to burn enough cash and bridges can weasel their way off-world.

PASS: If you pass the tests, you must then purchase an off-world visa from one of the many providers and book a ticket on an off-world freighter to your chosen destination. If you're among the rich minority with a positive test result, leaving Earth is as easy as ordering take-out. You've even heard that some colonies cater to specific family legacies and actively compete to recruit brains and brawn alike with incentives and sabotage in equal measure.

For the many who pass but can't afford a visa, there are a variety of workshare programs that provide free visas, housing, even monthly stipends. All megacorps ask in exchange is your selfless contribution to the off-world colonization program.

Workshare programs offer an infinite number of opportunities for every candidate. Some roles are general

service jobs and blue-collar labor, but working off your debt on these moderately cushy gigs takes years or longer. The most grueling work with the highest risk promises the least amount of debt and highest rewards. This devil's bargain fuels recruitment for terraforming crews, mining settlements, labor camps, and the Colonization Defense Program. Volunteer for a CDP tour of duty and you'll certainly see the stars. And some shit that'll scar you for life, one way or another.

Few deny the glaring conflict of interest here, as the Emigration Program is designed to provide the megacorps with an infinite stream of indentured servants and volunteers for dangerous assignments many fail to survive. Yet if you do make it, you might just bank enough to afford your next visa and stay off Earth for good. And if not, there's always another workshare accepting applications.

FAIL: As there are over 30 million people in LA alone, it's an understatement that many don't make the cut. Let's just say the human race (genetically speaking) hasn't benefited from living on an increasingly polluted planet for generations. Or, as others might put it (generally speaking), they've become steadily dumber, lazier, unhealthier gluttons who struggle to stay sober long enough to recall the last time they had a drink.

The UN classifies any candidate who fails the Emigration Tests as "Special." There is surely an equally special place in hell for the bureaucrat who devised that term. Once classified, Specials are denied the right to purchase off-world visas and essentially doomed to remain on Earth until the planet's death or their own – whichever comes first.

Mind you, Specials may retake the tests, and those with the cash and political cache can circumvent the system via legal and illegitimate means. Yet since many suffer physical defects that make space travel impossible, becoming Special tends to come with a life sentence.

Facing such stakes, Earth-born spend a great deal of money, time, and effort physically and mentally preparing for tests and retakes. Young adults prepare for tests for years as you might college entrance exams. Even far into adulthood, many squander their lives and savings studying, failing, and retaking tests ad infinitum.

By and large, that's why most LA citizens are not here by choice. Some do choose to stay, though. Some realize their moderate wealth can't afford the luxuries to which they've become accustomed on Earth. Others are nihilistic youth or political protesters radicalizing hatred among rich and poor alike for a socio-political Emigration system rigged to serve only off-world colonies and the 1%, not the betterment of all humankind as the brochures say.





CHAPTER
06

THE POWERS
THAT BE

"I'm not in the business. I am the business."



BLIND AMBITION

A rare interview with the only man blind and bold enough to see a new future for replicants

BY
Espen Bekker
EDITOR-IN-CHIEF

ENTERING the office of Niander Wallace, Wallace Corp's reclusive CEO, feels like you're invading the dark recesses of a genius mind. A dimly-lit cavern surrounded by enough water and wood to buy a megacity. The sheer audacity of it all makes the slight man across from me appear small by comparison. Then his milky eyes gaze up and pierce through me. And when he speaks, his voice fills the entire room. The entire world. And only then does it register: this is the most powerful man alive.

EB: I'll ask the question on everyone's mind. Why? Why reintroduce Replicants back into society?

NW: When I fed you, did you ask why? When I built networks, brought companionship, did you refuse? No. Because my creations address needs. Enrich life. Serve good. Why only now do you question my methods? My motives? Have I not earned your trust?

EB: It's not a matter of trust. You're asking a society that lived in fear of Replicants for generations to suddenly welcome them back into their lives.

NW: Those Replicants were not MY Replicants.

EB: They're still Replicants. It's hard to even

say the word without recalling so much pain, loss, and catastrophe.

NW: The same could be said for words like War. Religion. Science. Yet are these not pillars of society? Cultural bridges between one age and the next? Replicants are no different. My Replicants will revivify commerce. Scale economies. Resolve conflicts. Conquer stars. They are the tool with which we can unlock everything. We must only turn the key.

EB: With all due respect, we've heard these promises before. Eldon Tyrell too earned the public's trust.

NW: You cannot fault the machine when it breaks down. Fault the engineer.

EB: So you blame Eldon Tyrell for what happened?

NW: How can you not? A machine only does what it is designed to do. Let me put it another way...

Niander strikes a match from a box at his side table, holding up the flame for he and I to observe.

NW: With this match, I could set the room ablaze. Destroy us both. Are you afraid?

EB: No.

NW: Naturally. It is irrational to fear a thing. You must only ask if you fear who wields it. This match is Technology. Science. Religion. War. All building blocks of society are the same in the end. In the wrong hands, they will destroy us. In the right hands, they will light a path to salvation.

EB: Is this how you swayed the UN to repeal Prohibition? Claiming that Replicants are not a threat?

NW: No more than a match in my hands. Mind you, I am not minimizing the atrocities fire has committed. I am also not minimizing the miracles it can achieve, and we are in such dire need of miracles.

EB: Even so, what if that fire gets out of control?

Niander casually clenches his fist, extinguishing the match in his grasp. Flame and all. Without a flinch.

EB: Duly noted. So are you inferring that Replicant technology was misused by Eldon Tyrell?

NW: He possessed a great intellect. However, his designs were flawed, because his thesis



I am driven by neither hubris nor humility. We must claim the stars or die. This is a brutal, implacable truth, and I pursue our salvation with equal credence and brutality.



was flawed. Drunk on delusions of grandeur. Tyrell wanted only to recreate humanity. Is it any surprise that he produced a being that habitually defied the natural order, grew psychologically unstable in hostile environments, and instinctively became the apex predator?

EB: Aside from breeding like monkeys, it sounds like the Nexus-6 was a roaring success.

NW: With unintended consequences, but yes, I suspect even Eldon would agree. I, however, do not wish to recreate humanity. I only want to save it.

EB: From what?

NW: Time. Our planet is dying. If we cannot find more worlds to inhabit, more resources to mine, we will die. We have spent decades searching for planets to perpetuate life. Trillions of stars in an infinite sky, and we have only found nine. And do you know why? Because of people like you.

EB: Like me? I don't –

NW: You acknowledge our needs are dire. Our resources insufficient. Yet do you rally your readers to find solutions? To share their wealth? To serve and sacrifice for the greater good? NO. You sit in my office as I devote

my life and fortune to the betterment of society... and you ask me why.

There is silence for a moment, and I realize that the cold disdain in Mr. Wallace's eyes is not anger. It is impatience. Disappointment. And a terrible burden.

NW: THAT is why. Because Replicants are engineered to not ask why. They only do what must be done. What humans have forgotten to do. Fear to do. Refuse to do for themselves. The stars are our only hope for life after the death of this planet, and I can only carry so many into heaven. That is why I made my Replicants. They are my angels. To carry you and lift you up when you refuse to fly.

EB: Respectfully, you chided Tyrell for his god complex. Yet you speak of heaven, miracles, and angels.

NW: Do not sensationalize a bell that tolls for the dead. A harbinger of death does not presume to be its master. Make no mistake, I am driven by neither hubris nor humility. We must claim the stars or die. This is a brutal, implacable truth, and I pursue our salvation with equal credence and brutality.

EB: You speak as though our salvation is your sole burden to bear. Do you see yourself as a savior?

NW: There is an old proverb. When a village elder was asked how he came to lead, he replied: "I never stepped forward. I merely stood firm when all others stepped back."

EB: And what will you do if society continues to step back from Replicants? There are many reports of protests, Replicant abuse. I hear Blade Runners are protecting Reps more than us these days.

NW: There is no us. Only life. The human race must decide what is more precious. The preservation of life or our way of life. To which will we as a society cling in the end?

EB: I should hope the former.

NW: Hope. Another word affixed to so much loss, pain, and catastrophe. Another fallacy to which so many irrationally cling.

EB: You don't believe in hope?

NW: Hope is a luxury even I cannot afford. You and your readers can hope for someone or something to save you. I, on the contrary, have work to do. ■

When the bureaucracies of old broke down, it took the cold, corporate objectivity of a P&L statement to keep society intact. To run cities like corporate machines optimized to fulfill demand. Meet quarterly expectations. Horizontally and vertically grow. Once megacorps realized that corporate wealth depended upon the commonwealth, the two became irrevocably intertwined. And the era of the corporatocracy began.

Living in a corporatocracy comes with its socio-political hierarchies and complexities. In a city where one building is built atop another, one caste atop another, one company atop another... there is always somebody above your head. Everybody answers to somebody. Yes, the UN hangs their flags at City Hall and technically provides infrastructure

and legal oversight, but LA is an incorporated municipality much like any megacity. And the megacorps at the top of that pyramid are truly the ones in charge.

So to work this city, you need to work the system and kowtow to the powers that be. Luckily enough, the power dynamics are often written in concrete. Curious if you can push a suspect without a call from the Governor? Check the suspect's floor number first. Need to know who is a bigger threat? Just see which building is bigger. It's not happenstance that, after construction wraps, the tallest building in LA will be the new Wallace Corp HQ, with the second tallest the new LAPD HQ. A message not lost upon LA. No one is above the law. Except Wallace.

GOVERNMENT AGENCIES

THE UN

The UN is a distant parent. The city provides for itself, with the megacorps running things and the LAPD keeping things civil. Enough. Whenever the UN comes home from work, it's a big event and they're the center of attention. Then the UN leaves, and everybody sighs and goes back to work.

The fact that Wallace runs LA and wields great influence over the UN is the world's worst-kept secret. Yet even Wallace must begrudgingly acknowledge the UN's authority, if only for show. So if the UN barks an order, it's not something to disregard lightly. The UN is nothing if not sanctimonious, and they adore grand-standing with their Task Forces, Justice Tribunals, and Ethics and Appeals Committees. Given how many special interests are

back-channeling and string-pulling, you can never quite tell where the edicts or rebukes are coming from. If these stunts actually serve the populace is questionable. If they can impact your career or a megacorp's bottom line is not.

You regularly need the UN to facilitate investigations and interactions with entities and special interests big and small, and their official stance is that the UN is here to help. If that's true depends upon how much you're willing to help them. Some UN officials you may get along with. Others may supersede your authority, take over investigations, or treat you like hired help. Either way, much like any stern parent, the best attention is distant approval. A pat on the head in between far more pressing appointments.

LA JUSTICE DEPARTMENT

The UN has two boots on the ground – the Offices of the Governor and the District Attorney – which play good cop, bad cop on all matters. The Governor genuflects to the suits while the District Attorney stares daggers with a righteous fury.

If you ruffle the wrong feathers or rummage in the wrong closets, Governor Kolvig will make three calls and

ruin your day. Don't push him, though. On the fourth call, he'll take your badge.

If you're taking on the untouchable, DA Joe Cavallaro may be your only ally. Yet he only picks fights he can win, and he'll use you or burn you if it closes the case. Ava Jhaveri, the Assistant DA, is another story. A bulldozer in a china shop, she's the DA's major whip and political muscle who wrings and wrestles justice with her bare hands.

LAPD

Though the RDU is part of the LAPD, it's an independent division with its own agenda that doesn't always align with the top brass. Even still, Blade Runners are keen hunters and investigators who may be useful to other departments

for special cases and security details. Especially those N-9s who can reportedly sense falsehood during interrogations or casually punch through walls.

GOVERNMENT AGENCIES

UN JUSTICE DEPARTMENTS

UN Department of Justice

UN Supreme Court

UN Colonial Intelligence Agency

UN Colonial Security Agency

UN Colonial Bureau of Investigation

UN Department of State (UN diplomats)

Drug Enforcement Administration (DEA)

UN Office of Special Operations and Investigations

UN Marshals Service (UNMS)

UN Department of Defense

UN Armed Forces

UN Colonization Defense Program (CDP)

UN Department of Public Health and Human Services Agency

UN Center for Disease Control and Prevention

UN Environmental Protection Agency

UN Department of Corrections and Rehabilitation

UN Department of Toxic Substances Control - Criminal Investigators

UN Department of Insurance - Investigations Division

UN Trade Commission - Investigations Bureau

UN Franchise Tax Board - Investigations Bureau

UN Department of Consumer Affairs - Division of Investigation (Corporate crimes and corruption)

LOS ANGELES JUSTICE DEPARTMENT

Office of the District Attorney

Office of the Governor

LAPD DEPARTMENTS

The Replicant Detection Unit (RDU)

The Special Operations Bureau

Robbery-Homicide Division (RHD)

Homicide Special Section (HSS)

Robbery Special Section (RSS)

Special Assault Section (SAS)

Cold Case Special Section (CCSS)

Special Investigation Section (SIS)

Juvenile Division

Gang and Narcotics Division

Commercial Crimes Division

Detective Support and Vice Division

Mental Evaluation Unit

Threat Management Unit

Forensic Science Division (FSD)

Technical Investigation Division (TID)

The Counter-Terrorism Bureau

Internal Affairs

The Transit Services Bureau (both the public transit system and traffic services)

SPECIAL INTERESTS

The old governments are gone, but how things get done in politics hasn't changed. In the political circus, the proscenium is packed with special interests – spending obscene amounts of money buying and selling handshakes, all to put the needs of the few above the needs of the many. Even still, it's not your job to pick sides. One man's change is

another man's Antichrist. You've got a case to close either way, and rest assured each step you take closer to the truth will track mud through somebody's foyer. So if you're smart, you'll learn who's pulling strings and picking up tabs. Knowing where the skeletons are buried is the best way to avoid becoming one of them.

OFF-WORLD EMIGRATION

"Emigrate or degenerate!" The Shimago-Domínguez Corporation, Shimata, and the many other megacorps vested in off-world colonization are always recruiting more to begin again in a golden land of opportunity and adventure. Mostly because Earth still outpaces the colonies on sheer breeding power 10 to 1, and their multi-trillion dollar annual business depends on more people accepting emigration loans and workshare programs to slave off debt.

You'd be surprised how good a 36% interest rate sounds when the alternative is being trapped on a dying planet. So Emigration interests are always funding "scientific" studies to debunk the UN's emigration tests, lobbying for more visas and lower test eligibility. And lower oversight on off-world exporting, as their gloved hand in the illegal rings smuggling Specials off-world on fake visas is the worst kept secret in the system.

COLONIZATION DEFENSE

Sure, the Colonization Defense Program is yet another recruiter for the colonies, realizing off-world dreams for the easy, one-time payment of your life. Yet officially they're the UN's military enforcer. Whenever the UN or colonial big wigs have business on Earth, the CDP is close behind. It's not uncommon for the CDP to enlist (aka order) your

assistance. Joint investigations. Security details. Manhunts. Missing persons. AWOL soldiers. Even stakeouts and sting ops. Whenever the Replicant Agenda is involved, or the UN faces a suspected or confirmed threat to the city from rogue outfits like the Empathizers or Replicant Underground, Blade Runners are called to the front lines.

CORPORATIONS

Where would a corporatocracy be without a little corporate intrigue? There are countless corps aggressively competing for territory, resources, contracts, patents, talent, real estate, parking spaces... whatever excuse is drawing out their most ruthless, greedy, or manipulative sides that day. There are company secrets being bought, sold, and stolen every minute, and most megacorps acknowledge, if not openly embrace the cold war rife with espionage and subterfuge. Wallace is the biggest target, and there are many who'd love to weaken his unrivaled dominion of the city. And thus Wallace is especially territorial and known to buy out or stomp out every marginal threat.

Look around and you'll find endless rivalries sure to unsettle the city at some point. And Wallace Corp often stands at the crux. The tech companies are after Wallace's patents or lobby to open the synthetics market to more

providers. It's not like Wallace is the only synthetics manufacturer. He's just the only one sanctioned on Earth. Then there are the energy and biofarming companies like Okazaki Oil, Canaan, and Russia's Целина competing with Wallace's protein farms. Bell Systems and other telecom providers are threatened by the widely accessible Wallace Data Network. And the information media is equally threatened by the WDN's power to filter news and influence people through digital life companions who'd never lie to you. So they're programmed to say.

It's also worth noting that Replicants off-world may not enjoy the same due process from megacorps as they do here. Ironical how Replicants fought to escape the city at one point, and now Blade Runners can't help but notice a rising number of off-world Replicants trying to sneak back in.

THE MEDIA

TV

The TV news stations are UN-monitored megaphones for colonial news and propaganda. Even still, as most news sources chiefly focus on colonial news and events, the local morning and evening TV news broadcast is a daily ritual for most Specials interested to hear the latest about their

own neighborhood. In many cases, the TV news is the only source that reliably covers local events, serving as a lens into the city's mindset and well-being. If the news is boring, it's a good day. If it's angry or all doom and gloom, watch your ass.

ENTERTAINMENT

Blade Runners are a cultural fascination, both feared and romanticized much like organized crime. The more notoriety or infamy you earn, the more others may seek you out, and it isn't unusual for cops and the entertainment industry to cross paths. Hollywood writers or producers may need a consultant on some cop drama. A documentary

filmmaker may want to hear your perspective. A method actor may want to learn the ropes. Even novelists or game designers may ask to study your techniques and capture your way of life. For all you know, somebody is playing a Blade Runner tabletop game and pretending to be you right now. Hell if you know why.

PERIODICALS

You'd be surprised how much the city speaks through the news racks. Magazines are puff pieces and adverts, though some expose case-relevant info and authorities to question. Tabloids and zines mostly sell sensational headlines and scandals, so be wary of them. Kill in particular is a downright social agitator. Don't entirely disregard the conspiracy theories and scuttlebutt, though. Few dig for dirt better than gossip rags. The real muckrakers, however, are

newspaper journalists. True, some are thinly-veiled publicists for the UN and megacorps. Yet those Independent Sentinel reporters are bulldogs and bloodhounds, fearlessly taking on entire industries in the pursuit of their next Pulitzer. If you're after justice, there are few better friends than a reporter drunk on virtue or vendetta alike. Just watch out, as they'll quickly make you the story if you give them the right headline.

MANAGING THE MEDIA

The right reporter is an indomitable ally who can push buttons you can't and expose the truth in ways you never could. Just don't forget, they're not your friends. Remember, it's not just about cracking cases. It's about keeping your job and not creating more problems than you solve. If you step out of line, reporters may call your office or ambush you with questions live on camera. If you're working a high-profile case, reporters

may grill you at crime scenes or infiltrate your life under false pretenses to scoop case secrets. Gossip rags and conspiracy theorists will go to any length, so long as it sells papers. So if you give the media a good reason, they'll publicize and politicize you straight to the unemployment line. Prison. Even the grave. And drag the department, the LAPD, the whole damn city down with you.

CRIMINAL ENTERPRISES

As the wealthy built up, the criminal enterprises of LA burrowed themselves down into the roots of the city and fortified an illicit underbelly that is as vast and intricate as the corporatocracy lording above the 100th floor. Playing by their own rules and infiltrating every facet of society, the criminal underworld has firmly staked its claim on the streets forever up for grabs by any criminal organization or outfit daring enough to dream big and risk it all.

Navigating the criminal underworld requires the same level of diplomacy as a visit to Wallace Corp or City Hall. Yes, other LAPD divisions are focused on taking them down. But not you. Not unless what they're doing is relevant to your case and the RDU.

In fact, case work often depends upon civilly interfacing with criminal entities and industries big and small. Many act as vital informants, allies, or entry points into sides of the city only they see. A few even serve altruistic roles that the have-nots rely upon, too. And since many criminal enterprises butt heads with the Underground, you may find that the enemy of your enemy can become your friend. So the RDU begrudgingly concedes that criminals, much like machines or any others among the powers that be, are either a benefit or a hazard. And if they're a benefit, to you or the city, they're not your problem.

SYNDICATES

So much of LA has changed, but the old-world crime syndicates will always endure. You will find the Japanese Yakuza and Singapore Triads warring for territory in Old Chinatown, Little Tokyo, and Koreatown. The Italian mafia and Sicilian Cosa Nostra families are ingrained into unions and entertainment. Traffickers and drug cartels from Central America, South America, and Africa infiltrate customs and import/export businesses. And amidst it all, the Soviet mob schemes in the shadows, turning all sides against one another. All these timeless factions do what they've always done in this city, and if their business deals with any unsanctioned use or abuse of technology, it's now your business.

STREET GANGS

While diplomacy with the syndicates is possible, not all criminal outfits are organized and eager to honor the unspoken accord between Blade Runner and the underworld. Particularly in the Kipple and poorer districts, street gangs run feral at street level, looting everything not nailed down and scrapping cars for parts while the passengers are still inside. Mind you, there are more ambitious schemers with upward mobility among the gangs. Yet overall, street gangs are violent forces of chaos incapable of reason who recklessly and furiously protect their territory and their own.

REPLICANT UNDERGROUND

Unlike the other criminal elements in the city, the Replicant Underground is the only organization that solely falls under the RDU's jurisdiction. Sure, there are countless criminal enterprises that earn the RDU's attention and wrath, but after the UN launched the Replicant Underground Task Force a few years ago, everyone in the system knows to hand over any case the moment the Replicant Underground gets involved.

Though the Underground is officially RDU's public enemy #1, there are rare circumstances where the RDU and the Underground meet, even collaborate, on neutral ground. Given the right stakes or scenario, a Blade Runner may need to seek them out for intel, support, even retribution. Yes, there are truly monstrous members of the radical group, but not all members support such extreme beliefs or bloodshed. There's a difference between a political crusader and a political terrorist. True, fugitives often hide in their shadows as well, but even the Underground has standards. Truth be told, criminals and the Underground are rarely allies. They often squabble over turf, deflect blame, and exploit one another as scapegoats, forcing one side or the other to oust the true culprits or turn to the RDU to settle the score or set the record straight.

However, such dealings are tenuous at best. The same Underground allies helping you today may shoot you tomorrow. And vice versa. So the second your agendas don't align, either side can turn on the other. And you both know it.

COUNTERFEITS & CHOP SHOPS

Since the Tyrell era, there has always been strong demand for counterfeit synthetic tech and off-market repairs and upgrades. Parts aren't cheap, and not everyone can afford the latest model. In fact, there's a cottage industry of fringe tech competing with Wallace Corp, feverishly reverse engineering patents and selling knock-offs at discount prices many are happy to pay. Yet since many facsimiles are poorly engineered from outdated N-6 or N-8 models, most Retirement Orders are attributed to counterfeits with poor or declining physical or mental capacities.

Feeding demand is a vast network of chop shops dealing in "salvaged" Replicant parts, off-market wares, and unsanctioned upgrades/repairs. The most risqué shops deal in unsanctioned augmentations like reinforced skin, concealed weapons, and surgically altered appearances, fueling those urban legends

about invincible N-9s or Reps trading places with humans kidnapped or killed. These shops rarely last long, popping up in a new derelict warehouse one day to the next.

Not all chop shops are evil. Many "beauty salons" aid neglected or impoverished Reps with no place else to turn. Some corps expect Reps to pay for their own maintenance. Others install glitchy off-market parts or illegal upgrades. And many suffer injuries from harassment outside of work that employers won't cover. So while beauty salons are regular chop shop patrons, it's the only way to help some Reps in desperate need.

Either way, if a Rep goes missing or starts running, the chop shops are one of the first places you look. If the scavengers or skin doctors haven't seen them, they might know who to ask.

WHITE-COLLARS

Unfortunately, Nexuses aren't only used or abused by the syndicates and blue-collar criminals. Replicants are the perfect, purpose-built accomplice for corporate espionage and countless white-collar crimes. Embedding them among a competitor's ranks and workforces. Infiltrating a rival's home as support staff. Surgically altering them to impersonate friends and strangers alike. All to spy and sabotage from the inside. Wherever there are corporate intrigues and political schemes within schemes, the N-9 is the tool of choice for the truly cunning.

TRAFFICKERS

Traffickers claim their goods are legitimately made by crooked bioengineers or stolen from existing stock, but many suspect foul play. Even still, people love to cut corners, and a worrisome number of Reps continue to go missing. RDU's Vice division is particularly keen on taking down traffickers and kidnapping rings, which snatch innocent Reps from the streets. Some are taken to slaughterhouses and farmed for parts. The lucky ones are simply mugged for their most expensive parts and kicked back onto the street with used counterfeits in their place. The unlucky ones are sold as indentured soldiers, sweatshop slaves, sex workers, even illegal sports and gambling fodder.

PICKING YOUR BATTLES

Remember, the RDU isn't here to take down drug cartels, gun runners, or embezzlement rings. It's not your jurisdiction to judge. You're only authorized to solve your own cases, and they often take you places upstanding citizens wouldn't dare go.

You're going to need friends (or frenemies) in high and low places to navigate the criminal underground. Doors that won't slam in your face. Eyes to watch your back. You'd think it'd be hard to trust criminals, but there is an understanding in the underworld that Blade Runners are here to help all people. Even their people. So long as someone doesn't pose a threat to you, you're no threat to them.

In fact, when agendas align and the law can't protect those who need it most, criminals can be fierce allies. Resourceful informants. Masters of war and whispers. Not all criminals are plagues upon society, just as not all civilians are heroes of the people. In fact, you may find more criminals invested in the well-being of the city than the suits.

WALLACE CORPORATION

Wallace Corporation has become the beating heart of the city. It has brought new business. New technologies. A new way of life with renewed hope, which is quite a feat for a society left behind on a dying planet. Even if their CEO hadn't conquered the food crisis, their contributions to the economy and all corners of commerce have made Wallace Corp a household name and a hero to the people. Not to mention one of the biggest and wealthiest megacorps in history.

Just about every facet of the city revolves around Wallace Corp. Everyone or everything is either in their good graces, eager to win their favor, actively at war, or desperately avoiding their wrath. Tech companies are fighting to appeal Wallace's exclusive rights and poaching the best bioengineers at any price. Special interests of every agenda are fighting to appeal the legal rights and ethical statutes around Replicants in their favor. Countless contradicting lobbyists and lawsuits

urging to reclassify all Nexuses as full citizens, wholly ownable assets, criminal offenses, or immoral abominations. Meanwhile, Empathizers and Sympathizers are fundraising in the suites and protesting in the streets. While criminal syndicates squabble over the crumbs, scams, and shadows.

With the repeal of Prohibition, the system is now seething as the power balance has heavily swayed in Wallace Corp's favor. And yet, few can deny that the power has indeed swayed. And realistically speaking, Wallace Corp is now the most valuable and invaluable company in the galaxy, holding the city, the UN Council, the whole system firmly in its grip. So while endless usurpers strive to break Niander Wallace's hold on society, is anybody truly strong enough to do it? Or even offer a comparable solution, which equally addresses the needs of the colonies with an infinite, competent, expendable workforce? Nope. Not by a long shot.

NIANDER WALLACE



AGE: 44

EMPLOYER: Wallace Corporation

TITLE: CEO

Wallace Corp employs tens of thousands in LA alone, with an executive team of technologists, futurists, and industrialists that ranks among the best in the system. Yet no one questions that the megacorp is run by one man. History's first trillionaire. CEO Niander Wallace.

While big business and political fundraisers were no stranger to Niander Wallace Sr., the influential founding CEO of Wallace Corp, only scientific circles had heard of his son Niander Jr. and his unsurpassed genius in bioengineering. Yet once Niander Jr.'s patents were published in 2025, his enigmatic origins only added to the legend of this now iconic public figure. Today, everyone in the system knows his name. Knows the intensity in those sightless eyes with unparalleled vision. Many have heard his rousing speeches about the future of humankind. Our destiny to own the stars. He has become a voice of hope for many and an icon of our future.

That's the public persona, anyway. And in truth, it's hard to dispute. Nobody can deny his genius or contributions to society. Yet all else – including how Niander Jr. lost his eyesight – remains shrouded in mystery, though those few who deal directly with Niander paint a grim picture. A genius, true, but one overburdened with his self-imposed obligations to society. Poisoned by the pursuit for perfection. Consumed with a disgust for failure. And unflinchingly cruel; not out of malice, but merely wielding the cold, surgical precision of a methodical engineer in all facets of life with the wrath of a god. A man willing to advance the cause at any cost. To sacrifice millions to save trillions more.

HISTORY

Wallace Corporation took the scientific community by storm in 2025 when Niander Wallace Jr. invented a bioreactor capable of growing a new synthetic protein in the toxic soils on Earth. Farming was nearly impossible at that time, and the entire system was struggling to feed the growing populace. Any corporation could've made billions and cornered the market with such a breakthrough, yet instead Niander released the patents for free.

This generosity so antithetical to megacorp culture catapulted his company into the limelight, which quickly grew in power and influence throughout the system as financiers flocked to support whatever great discovery

would come next. While his father fueled the company's influence and market dominance, Niander Jr. committed his singular talents to the advancement of society, addressing the needs of the commonwealth through one scientific innovation after another. Reconnecting society with the Wallace Data Network. Enriching their daily lives with attentive digital assistants and life companions. And transforming the economy and off-world colonization with the resurrection of the Replicant industry. Revolutionizing technology time and again as their contributions elevated society across all classes and sent humanity soaring into the stars.

CURRENT AGENDA

Since Niander Jr. became CEO in 2032 after the tragic passing of his father, Wallace Corp has focused all its resources into their top corporate initiatives:

REPLICANT REINTEGRATION PROGRAM

(RRP): Their top priority is the Replicant Reintegration Program, the UN-sanctioned policy for reintroducing Replicants into society as citizens with limited rights. If stars align, Wallace may quickly dominate much of the system's workforce. True, it's been only a year since the repeal, but the catalytic impact of the Nexus workforce is already undeniable. Near miraculous in key sectors, especially off-world colonization and defense. Yet if just one N-9 steps out of line, the UN could reinstate Prohibition and throw Wallace's economic conquest into peril.

PUBLIC RELATIONS: Re-educating the masses and improving public opinion of the Nexus workforce is vital to Wallace's success. Many have uneasily accepted Replicants on their trust and respect for Niander himself. If the hero of the people betrays them, the response would make the Blackout look like a beach party. Yet while Wallace Corp is the target of some public resentment and political ire, the truly ignorant and enraged rarely have the guts or smarts to climb the corporate flagpole, choosing to instead lash out at the defenseless Replicants without the UN and high-powered law firms to protect them.

INDUSTRIAL DOMINANCE: There have been many developers in the vast and very lucrative synth-tech market since the Tyrell era. So when the Nexus-9 debuted with unparalleled innovation and full UN support with exclusive rights, the other megacorps and criminals with a stake

in the synthetic business blanched at the new apex predator. Especially since competition isn't something Wallace often welcomes.

Ever since, Wallace Corp has been judiciously engaging every viable threat and either buying them or destroying them. Some megacorps and crime rings are resisting, but it's fruitless. Wallace Corp doesn't aim to merely corner the market. They are eradicating competition as if on some holy crusade. Any synthetic product that isn't from Wallace Corp is a threat to Wallace's vision, and thus a threat to humanity.

THE INFORMATION WAR: The mass adoption of DiJis and the Wallace Data Network has given Wallace Corp unchallenged access and influence over the populace. This isolated, abandoned society was starved for intimacy and self-worth. When an affordable salve to solitude emerged, DiJis were irresistible, particularly with younger generations who idolized Wallace and envied the tech luxuries of the megarich.

Though DiJis and the WDN have surely increased the standard of living for many, these technologies are also mining mountains of private user data for Wallace's sole use and abuse. Plus, more each day people are using the WDN as their primary source of communication, news, and data sharing/storage. All filtered through a DiJi as trusted as your dearest friend.

What might a megacorp do with that kind of oversight over a people's access to information? What truths might Wallace Corp filter or alter to serve its agenda? What ideas might the company instill or suppress? Many suspect that an information war between Wallace Corp, the telecoms, and the UN is coming, with a monopoly over the minds of the public going to the victor.



QUELL

INCEPT DATE: 26 September, 2036

FUNCTION: Public Relations

PHYSICAL LEVEL: A

MENTAL LEVEL: A

Like most of Wallace's senior staff, their VP of Public Relations is a Nexus-9. QL440-52.1 – or Quell – is one of the few N-9s at Wallace Corp honored with a name, ranking her among the untouchable "angels" in Niander Wallace's Dix Huit inner circle who have achieved a rare level of perfection that even Niander deemed satisfactory.

Overseeing all communications between Wallace Corp and the UN, Quell is the RDU's main point of

contact at Wallace Corp. In many ways, she is the voice of Niander Wallace. And as such, it is her responsibility to steer and safeguard the corporate narrative and Wallace Corp's vital and equally volatile stranglehold on the system.

It's her job to know everything you know, and everything you don't. So make no mistake, Quell is watching your every move. She has eyes and ears everywhere, with unsurpassed reach and resources. If and how Quell will impact your investigation is a different matter. One day, she may offer unsolicited support that blows a case wide open. The next, she may seal a case shut forever. Either way, if she noses into your business, it is at the behest or best interests of Niander himself.

RELATIONS

No cop would call Wallace Corp a true friend of the LAPD, but Wallace is more incentivized to support the RDU than you'd think. After all, it's your job to retire the N-8s and synthetic counterfeits threatening Wallace's market dominance and the public's trust in the N-9 workforce. By proxy, the RDU is obligated to enforce Wallace Corp's patents and protect its corporate interests, to the point where the success of both institutions are cells interlinked. So if the RDU's mission is neutralizing synthetic threats to public safety, and Wallace is indeed certain that N-9s will never become such a threat, the two agendas are aligned.

Keep in mind, Wallace Corp has vast reach and resources throughout the system. The intel gleaned from their web of influence could give the Esper Network a run for its money, and Wallace agents can go deep into skeleton closets and behind closed corporate doors in ways even Esper can't compete.

As long as your agendas are aligned, you may find a resourceful ally in Wallace Corp. Yet stray even a razor's edge from the official Wallace narrative, and that razor will lash back straight for your throat.

Blade Runners often bemoan Quell and other Wallace execs shadowing investigations, shouldering into interrogations, interfering with case work, even directly sabotaging agents in the field. Yet most execs keep their suits clean and work through the network of bureaucrats and cut-throats in

their back pocket, including the Governor and a handful of officers far above your rank. So suffice it to say, watch your six. Make an enemy of Wallace Corp, and you won't be the first to get reassigned, demoted, fired, or worse.

May they be friends or foes, it's understood that if a case ever justifies equal Replicant rights or (even worse) questions the fundamental obedience or innocence of a Nexus-9, Wallace will not be interested in truth or justice. Wallace needs N-9s to be perceived as safe utilities, but he does not want society to accept Nexuses as sovereign citizens with equal rights. Moreover, if N-9s are proven to be as fatally flawed as the N-6s, the UN will move to retire every N-9 on record. And it's fair to suspect that Wallace won't be too supportive of that. Neither will the megacorps who covet their Nexus workforces, nor the Sympathizers who believe N-9s have the right to live. Not to mention the millions of N-9s who won't relinquish their rights and lives without a fight. After all, if Reps are as flawed as humans, fighting to survive and dying for the right cause are the most human things you can do.

So if you're burdened with a case where an innocent Nexus-9 is unjustly accused of crimes they didn't commit, Wallace Corp will bulldoze a city block to obtain justice. And if you're the unlucky schmuck who stumbles upon the first Nexus-9 in history to demonstrate the same blood-thirst and barbarism as the old Nexus-6s... you and that case better be bullet-proof.

REPLICANTS

"Anything real should be a mess."

The salvation and damnation of society have often been defined by its use and abuse of technology. Yet the history of human civilization and technology were forever intertwined with the one invention humans had the audacity to make in their own likeness: the Replicant.

It started small. Earth's environment was devastated by war and pollution. Without the many organic life-forms keeping its fragile ecosystem and food chain stable, the entire world would fall into ruin. Technologists raced to solve the immediate issues, developing animoids – AI-powered, self-sufficient synthetic organisms – designed to fill the same basic yet vital roles as their endangered or extinct predecessors. An entire generation of bioengineered innovations all originating from something as trivial as a synthetic bee.

As artificial intelligence grew in complexity, humankind turned to science to address its own needs with automatons designed to perform mandated tasks belabored for centuries by humans, freeing society to slave over more important and rewarding pursuits.

As those pursuits diversified and more humans yearned for such freedom, more sophisticated automatons arose to supplant its crucial workforce. And the more automatons advanced, the more society questioned how much responsibility humans could delegate. Must we run our own factories? Fight our own wars? Why waste precious human life and time when you could waste a resource in infinite supply? Might businesses run faster, more effectively even if humans were taken out of the equation? If wages, rights, or safe working conditions no longer applied?

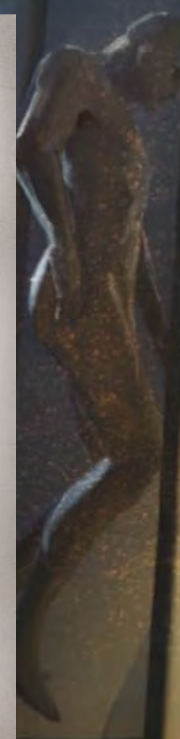
As society's dependence upon technology in all facets of life grew, the race to develop the perfect substitution for human labor raged among the megacorps. Finally, the Tyrell Corp won the crown when they introduced the iconic breakthrough – the Nexus – a workforce of artificially-intelligent humanoid automatons designed to replicate human labor. Selfless, tireless workers willing to bear the burden, brave the impossible, and ask for nothing in return.

NEXUS-1 TO NEXUS-5

The Nexus began as basic automatons capable of menial labor deemed too redundant, unpleasant, or perilous for humans. The first automatons were only capable of simple automated actions, but the rapid development of artificial intelligence and their positronic brains evolved and diversified their abilities into a wide range of purpose-built service models. Designed to replace humans in the workplace, Replicants were increasingly built in the likeness of their fellow human coworkers, adopting their physical, mental, and even personality traits more with every model. By the third generation, Replicants were capable of complex tasks and independent thought. By the fourth and fifth generations, Replicants were surpassing their masters with superior paraphysical strength and agility, becoming an expendable and inexhaustible army of slave laborers capable of enduring the most grueling and hazardous working conditions. Off-world terraforming, construction, mining, colonial defense, even entertainment, sports, and the sex trade... all corners of commerce benefited from the ceaseless and selfless contributions of the Replicant workforce.

WHERE ARE THEY NOW? Though these earlier Nexuses inspired an entire generation of bioengineers and built a vast and thriving industry of AI-powered technologies, the classic Nexuses are mere relics of the past now. Nexus technology radically advanced with each new model, resulting in most outdated models being returned or scraped. Finding an N-4 or N-5 in working order today isn't the rarest discovery, though they'd be considered antiques with charmingly limited capabilities.

Today, automatons are manufactured by a wide array of tech megacorps, and you can easily find them in plain sight throughout the city. Each culturally treated as little more than a complex appliance, purpose-built to support all facets of business and personal life. Even the most sophisticated automatons do not emulate the human mind and appearance as the Nexus once did, however. Society lost its taste for humanoids after the paranoia and tragedy of the Tyrell era.



REPLICANT \rep'-li-cant\ n. See also ROBOT (antique): ANDROID (obsolete): NEXUS (generic): Synthetic human with paraphysical capabilities, having skin/flesh culture. Also Rep, skin job (slang): Off-world uses: Combat, high risk industrial, deep-space probe. On-world use prohibited. Specifications and quantities ~ information classified.

NEW AMERICAN DICTIONARY
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NEXUS-6

The now infamous Nexus-6 was a revelation in its time. Bioengineered to begin their lives of service as sterile adults, N-6s were virtually indistinguishable from humans, where only a Voight-Kampff test could identify them.

All N-6s were preset with commensurate levels of physical and mental prowess for their unique functions (ranking from A to C), with their serial numbers listing their model number, gender, physical/mental presets, and incept date. N-6s were impressive physical specimens, matching the average human's strength, agility, and endurance even at their lowest C grade. Yet the true breakthrough was their highly-advanced mind with machine learning and optimal self-sufficiency.

With 79 distinct functions, every N-6 was purpose-built with memory implants for instant obedience and mastery of their assigned tasks. Their positronic brains would then learn and evolve their capabilities over time, developing unique physical, mental, and emotional conditioning tailored for their specific role and environment. Many were specifically designed for deep-space exploration, off-world mining, and off-world colonization – dangerous, difficult work that humans were more than happy to delegate to others.

This rapidly developing emotional maturity, however, resulted in adverse psychological issues due to their grueling work and selfless existence. To prevent the onset of psychosis, Tyrell bioengineered a failsafe that irreversibly limited the lifespan of all N-6s to only four years. Yet even four years proved ample time to develop the psychological instability and cruelty for which the N-6s will forever be known.

WHERE ARE THEY NOW? Are there Nexus-6 models still out there? Technically, that's impossible. Their limited four-year lifespan would've caused the natural death of every Tyrell-manufactured N-6 by now. The UN was also merciless about their eradication. Far beyond Blade Runners, there are horror stories about entire moons being turned into massive furnaces, where Replicants were forced to burn their own kind dead or alive. Before stepping into the fires themselves.

Even still, it is widely known that Tyrell was a constant target for corporate espionage as competitors and criminal organizations alike desperately sought a mere glimpse of their patents. And while no entity has ever successfully duplicated a 1:1 reproduction of the Replicant, given the rampant number of counterfeits and unsanctioned synthetics found throughout the system, it's fair to assume that some did reverse engineer some facet of Tyrell's designs. Or pounced upon the bioengineers without employment and purpose once Tyrell Corp went belly up to get close enough.

So is it possible there are synthetic variations of the Nexus-6 on Earth and throughout the system? Just as dangerous and indistinguishable from humans today as they were decades ago? Quite possibly. The only question that remains is to wonder if those counterfeits possess the same shortcomings as their predecessors. Of note, it was later learned that some N-6s were implanted with memories inspired by real human experiences, rather than the fabricated memories more effective in bioengineering skills and behavioral control. It's believed these real memories partially contributed to the N-6s' mental decline, leading to the current prohibition of real human memories.

NEXUS - 7

After the founding CEO of Tyrell Corp, Elden Tyrell, was murdered in 2019, the board quickly assumed control. Upon accessing Tyrell's research, the board was astounded to find the designs for a new Nexus model. With only a few months of reverse engineering, Tyrell Corp had produced an advanced Nexus model so beyond the Nexus-6 that simply naming it Nexus-7 was an understatement. With the rising controversy of the defective N-6s, putting more distance between this future model and their scandalous past was their best hope for salvaging their legacy. And so Tyrell Corp skipped the Nexus-7

and launched the Nexus-8, which became their last model to date. This is, however, only the corporate narrative that Tyrell Corp and now Wallace Corp continue to sell the public. Senior Tyrell staff whisper that Eldon Tyrell had dedicated his last few years to a secret research project entrusted only to his Deux Hait inner circle. A revolutionary project far beyond the Nexus-8, which would've put all prior synthetics to shame. Sadly, the truths of that research have never surfaced. Perhaps only Niander Wallace, who now solely controls Tyrell's patents, will ever know.

NEXUS-8

After the Nexus-6s became synonymous with the infamous Tyrell Corp murders of 2019, Tyrell Corp rushed the Nexus-8 to market just one year later. Designed for volatile off-world colonization and defense, the N-8 was the pinnacle of synthetic design. Elegantly overcoming all of the N-6's flaws with open-ended lifespans, extensive memories for optimized emotional stability, and ocular implants with scannable serial numbers for easy identification. To mitigate paranoia, Tyrell Corp even published the Replicant Registration Database, which listed all the active N-8s. Yet nothing could deescalate the rising panic and prejudice from a society exhausted by nearly a decade of N-6 attacks.

Though officially no N-8s are on record for demonstrating the same mental instability as N-6s, the public quickly rejected the N-8 and rebelled against the proliferation of Replicants, sparking the Human Supremacy Riots that forced every N-8 into fight or flight mode. The N-8s and their sympathizers fought back, and that underground force is largely presumed responsible for the fall of Las Vegas and later the Blackout and its destruction of the uplink data network.

Responding to the attacks, the UN officially "decommissioned" the Nexus-8 with the UN Prohibition Act of

2023, which effectively authorized the retirement of any positively identified N-8.

WHERE ARE THEY NOW? It was presumed until recently that the N-8s were exterminated. The recent scourge by Nexus-9 Blade Runners has revealed just how many N-8s evaded retirement and hid peacefully among the populace for years.

After the Blackout, it was nearly impossible to track down the now invisible N-8s living in the city. Surely the Underground smuggled many out of the city, but still untold numbers of N-8s continue to hide in plain sight in LA and its outskirts today. It's very possible that the person who cooked your food, built your roads, or took your trash was not a person at all.

Much like the N-6s, a variety of N-8 counterfeits also emerged during Prohibition to service the corporatocracy's needs for a disposable workforce. These counterfeits continue to thrive in the black markets, and they pose a true threat to public safety, as they often possess the same physical power as the real N-8s, with little (if any) of their sophisticated intellect and emotional stability.

NEXUS-9

Touted as a gift to humanity, the Nexus-9 is truly an unsurpassed technological marvel. Akin to the N-8s, N-9s are brought into the world as fully-grown and infertile adults with open-ended lifespans. All Replicants appear human, require the same basic necessities as humans, age naturally, and die of the same natural causes. Most begin life at roughly 20 years of age, though some are intentionally engineered to begin service at an older age. All Replicants must begin service at the age of 20 or older.

The customization and complexities of N-9 bioengineering defy imagination. Wallace clientele can personalize each Replicant's unique genetic make-up, tweaking their physical appearance, intelligence, powers of observation, even emotional attachment and obedience. Cutting-edge memory engineers then weave a tapestry of simulated memories, arming N-9s with the know-how to perform assigned duties with expert precision from their first moment of consciousness, all while tailoring their personality, viewpoints, interests, even fears and phobias in ways that perfectly fashions each N-9 for their purpose-built function.

The N-9's optimal mental and physical capabilities put even the N-8s to shame, and while N-9s are not super-powered by any means, they are (unless designed otherwise) generally stronger, faster, more durable, and smarter than most Specials in the city.

While N-9s surpass basic human skills in some ways, their intellectual and emotional faculties do have limits. Memory engineering can synthesize life experiences to draw upon, but many N-9s are too emotionally undeveloped to fully process their daily struggle. Many still wrestle with their true identities and their place in the world.

Though an N-9's life is never easy, it'd take extraordinary circumstances for this new breed of Replicant to defy its genetic design and follow in the footsteps of the flawed Tyrell models. And while prejudices rise and old wounds resurface, the public trust in Niander Wallace has given the Nexus-9 a fighting chance. Now it's just up to the Blade Runners to keep society from tearing itself apart long enough to see who wins.

WHERE ARE THEY NOW? Everywhere. In just one year, Wallace has produced N-9s in the tens of millions, proliferating Nexuses throughout the system.



THE REPLICANT LOT IN LIFE

"It's okay to dream a little, isn't it?" "Not if you're us."

Let's not sugarcoat it. It's no picnic. The Replicant Reintegration Act gave N-9s the right to live, but little else. Not even a fraction of the personal liberties enjoyed by the human population. N-9s are still indentured servants, owned by the state or whomever paid for them. Forced to work jobs they didn't choose for themselves. Colonizing worlds on which they'll never live. Fighting wars for megacorps and causes that mean little to them. Servicing sexual needs for anyone who pays the right price. No matter your function, to be a Replicant is to dedicate, risk, even sacrifice your life for people who do not value you. Living only to do whatever you were designed to do. What humans refuse to do themselves.

True, N-9s are engineered with memories that help them to perform their duties and accept their lot in life. Yet few memories can ease the shame of having your

neighbors spit at you every morning or chasing down your own kind and putting a bullet in their back.

Since most Reps face retirement should they stray far from their Baseline, many wonder if N-9s are only playing a part. There is a difference between innocent bystanders and model prisoners on parole for good behavior. With prejudices rising and old wounds still raw, it'll be a long way until N-9s are accepted by the whole of society as more than just a necessary evil in the name of profit and progress.

Akin to all Nexus models before them, most N-9s live in a state of fear, isolation, neglect, and duress. Powerless to fight back or resist. After all, Reps do have limited rights now, but only humans have the right to pursue happiness. N-9s can only endure and hope their sacrifices make life easier for future generations. When terms like human and Nexus will be forgotten, and even Replicants can know peace and call Earth home.

MORE OR LESS HUMAN THAN HUMANS

Are Replicants human? In the end, there is only one incontrovertible fact. Humans are born. Replicants are human-made. Other than that, leave it to politics and academics to debate what makes us who we are or what we're capable of.

According to Wallace, Replicants are not human. The brochures claim the N-9s are bioengineered with a reduced emotional range to instill docility and make it harder to feign humanity as Tyrell models once did. Sure, it doesn't take a detective to see that most N-9s project a stoic demeanor. It doesn't take a bloodhound to sniff a whiff of megacorp propaganda either.

The question remains: is the N-9's signature selflessness and stoicism programming or a mere performance? Most swallow Wallace's "less human than human" shtick, but a rising minority wonder if N-9s possess the same emotional range and free will as a genetically-engineered or even natural-born human.

Those behind the Baseline Tests don't all agree, but most attest that subjects are getting smarter about suppressing signals. It's notable that while V-Ks once feared the lack of empathy, the Baseline is a stress test to red flag just the opposite. Any strong signs of empathy or emotional complexity may signal retirement-worthy instability. It's ironic how a Replicant's fate is now determined not by if they feel, but if they feel too much.

No matter how many Baselines, it's hard for anyone to conclusively say if N-9s are capable of the same emotional instability as humans or previous Nexus models. It may indeed be a sheer act of will for some to internalize their true thoughts and feelings, manifesting a manufactured identity for appearances and self-preservation alone. It's not for you to know or say either way. Cases are closed on facts, not feelings. And you've seen enough shit and sunshine in this city to know that empathy, even humanity, is a choice, not a genetic certainty.

Regardless of what you think, you can't help but wonder what'll happen if and when society decides that Reps can think, feel, and act as humans do. What right would society have to judge Reps any more than humans? Shouldn't Reps be entitled equal rights? Given their lot in life, isn't it only natural to want more than indentured servitude? That's the real mindfuck, and few around the precinct can argue for either side without ending up with a punch in the face and a reprimand.

WHERE ARE THEY NOW? Though Prohibition was only repealed last year, there are already tens of millions of Replicants throughout the system today. There are countless possible functions for Replicants. As N-9s are

commonly smarter, stronger, and more effective in the workplace, they have assumed most of the thankless service jobs, particularly in the construction industry, given the many new constructions like the Sea Wall, Wallace Corp HQ, and the new LAPD HQ.

This has unfortunately created a rift among Reps and blue-collar Specials struggling to maintain their own job security. As unemployment and the housing crisis worsen, more lower-class humans are resenting "illegal" Replicants for taking their homes and the menial jobs they once shunned. Yet since N-9s can only afford low-income housing, N-9s are endlessly exposed to the rancor from their own neighbors.

Among them, N-9 Blade Runners likely suffer the worst. Borne to murder their own kind without question or compassion, they are ostracized as abominations and pariahs among humans and Reps alike, even though Blade Runners would face retirement themselves if they showed even the slightest hesitation or emotional impact from the brutality of their work.

Most Reps in LA live on the fringe of society – the new migrant worker and second-class citizen uneasy around others, their own kind, even in their own skin. Most days are spent working and just trying to get by without daily incident or injury. Remember, Reps are walking reminders of a painful past, and their presence alone may pour salt on old wounds. The limited rights so precious to Replicants can be taken away, regardless of who is to blame, so there is an unspoken agreement among most N-9s to internalize their emotions and maintain their best behavior, no matter the injury or indignity. If 2019 proved anything, the rebukes of one Replicant could mean retirement for them all.

Though N-9s have given little cause, the old N-6 paranoia is making a comeback, with the Empathy Movement fueling fears for political gain. Is there truth to their conspiracies? Have megacorps, special interests, or the UN stooped low enough to embed secret N-9 spies and saboteurs? Has Wallace Corp installed N-9s masquerading as humans in key socio-political positions? Is it possible that even Replicants themselves are unaware of their own true, ulterior functions? That somebody on the force is a Replicant and doesn't even know it? Wouldn't be the first time a rumor like that circulated the precinct.

Even still, ask most cops those questions and they'll tell you that old fish stinks. The megacorps might pull a fast one, but Wallace? It's unlikely they'd have an agenda valuable enough to risk another Prohibition. Unlikely, but not entirely unthinkable.



The Independent Sentinel

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HEARING BOTH SIDES THE SYNTHETIC COIN

Hundreds encircled City Hall on Saturday for the latest Empathy Movement protests. Yet the din was doubled by a growing mass of Sympathizers who stood in opposition to the protest, crying out for City Hall to set precedents that ensure a better life and due process for all citizens, organic and synthetic. As these two opposed sides grow in force and fervor, it's easy to smell smoke rising between two powder kegs set to blow. Favoring discourse over civil discord, the unbiased Independent Sentinel has provided each side a fair and balanced platform to speak.

BY JOZEK WALLIN
SENIOR EDITOR



INGRAM THATCHER

EMPATHY MOVEMENT
LA CHAPTER #0680 REPRESENTATIVE

I'll never forget that day. When all the lights went out. Watching in horror as a powerless blimp crashed into my complex blocks away. I even remember the sound my groceries made when they fell at my feet. The food I no longer needed for the family. I no longer had. My daughter's candy scattered on the ground, like it was trash. You don't forget something like that. We can never forget.

The more I talk to people, the more I hear tales like that. Getting fired just because some skin job was cheaper. Hearing from the bank that since there were no records of our savings, we didn't have any savings anymore. Learning that Vegas had been eviscerated. Diving for cover as Blade Runner shots rung out and innocent bodies dropped. Soldiers, cops, coworkers, honorable men and women of real flesh and blood, dying. And for what?

And now Wallace has stuffed enough UN pockets to repeal Prohibition. Half of City Hall is probably hiding wires under

their shirts by now. And why? So off-world megacorps can increase productivity by 1.5%? Is that worth our lives and livelihoods? Living in fear again? I mean, we all know what they did to Eldon Tyrell.

“They try to paint this picture like we're powerless. Like we're these angry, disorganized morons with torches and pitchforks. They got the angry part right.

— INGRAM THATCHER



Crushed like a grape in his own bed. If a Nexus did that to its own creator, how do you think the rest of them will treat us? I'm sure the Symps will sing a different story, but it's just a story. It's not the facts. Not the real history we lived. And the fact is that nothing with a serial number has a soul. It's just a thing we don't need. We have record unemployment, and I'm supposed to welcome Reps back to take our jobs? To kick us out

of our homes and eat the food from our tables? How many of us need to end up on the streets before humans are the relics left behind?

I don't want that for humanity, and we'll do everything we can to stop these liberals from stealing our city. They try to paint this picture like we're powerless. Like we're these angry, disorganized morons with torches and pitchforks. They got the angry part right.

VINITA BHADURI

SYMPATHY MOVEMENT CO-FOUNDER

The Replicant Rights Movement is not about Replicants. It's about honoring the ideals upon which any civilized nation should be built. How many times must humanity learn that we cannot build a proud and stable future upon the backs of an enslaved people? How history judges us when we value commerce above the commonwealth?

Speaking of which: No, we're not blind to the economic realities of a Nexus workforce. And yes, unemployment is an issue. Hoarding jobs is not the answer. We must create more jobs. Better jobs. And better education, so more can rise above their floor and enjoy a better life. Remember when countless refugees flooded into the city? When automations became commonplace? Many reacted in fear and greed, but we endured. And we will again. In part because Reps will be building the Sea Walls that protect us. Farming the protein that feeds us. Freeing us from the menial chains of labor, so that we can become more.

For this great service, is it too much to give Reps equal rights and due process? To be innocent until proven guilty? For a movement that obsesses over empathy, there is a shocking lack of it among its members.

“For a movement that obsesses over empathy, there is a shocking lack of it among its members. All the things they do, you'd think one of them could afford a dictionary.

— VINITA BHADURI



All the fundraising they do, you'd think one of them could afford a dictionary. If Empathizers were subjected to one iota of the emotional trauma suffered by Reps on a daily basis, they'd run away screaming. But hey, at least they have the option. If Reps run, when they aspire for the same freedoms humans hold dear, we put a bullet in their back.

And while on the topic of hypocrisy, Empathizers love to

exploit the Blacker others into forget to mention out was a response Human Supreme would any power to an unchecked might've you in

To use my again, humanity once represented altruism for all li humanity to em

A NEW LIFE AWAITS YOU

day, May 18, 2037

Monday, May 18, 2037

The Independent

RETROSPECTIVE:

THE REPLICANT UNDERGROUND

BY CRISPIN KAISER

The Replicant Underground is a name that lives in infamy today, but believe it or not, these political terrorists began in the early 2000s as a non-profit organization. Known as CARS (Citizens Against Replicant Slavery), this controversial yet well-connected lobbyist group had delegates throughout the system and a strong voice in UN debates. In truth, many UN precedents in the Replicant Reintegration Act stem from these early political strides fueled by CARS and funded by the same philanthropists funding the Replicant Rights Movement today.

The legitimacy of CARS was forever tainted in 2019, when co-founder Spencer Grigorian was sentenced to life for bombing an Empathy protest outside Tyrell Corporation. Only days after the bombing, an N-6 infiltrated Tyrell HQ and murdered Eldon Tyrell and J.F. Sebastian, a once unthinkable feat many suspect was enabled by CARS operatives inside Tyrell Corp. "Grigorian was this well-liked industrialist. A staple at the biggest functions and fundraisers. And then one day he's on the front page in handcuffs," says Taika Lee, Humanities Professor at University of California - Los Angeles. "It became noticeably less trendy to support their cause after those headlines."

Even still, some remained loyal to the CARS cause, if only to counteract the rising Human Supremacy fervor. And when peaceful protests devolved into wide-scale riots in 2020, these lobbyists found themselves the only allies to millions of displaced Nexus-8s fleeing from the mobs.

Forced to go underground, upstanding citizens by day were smuggling N-8s out of the city by night. Forging new identities and off-world visas. Even funding the first beauty salons, where fugitives could contact the Underground and get emergency services and extractions. Their outfit only grew as



CARS co-founder Spencer Grigorian being arrested for the Tyrell Corp bombing.

thousands of Nexus-8s with invaluable skills joined the cause. CDP experts at combat, logistics, and military intelligence. Seasoned lawyers, doctors, and engineers. The group became an army virtually overnight.

As human supremacists militarized and riots raged, what was now known as the Replicant Underground was forced to react in kind. It's largely accepted (though never confirmed) that the Underground is responsible for the two most devastating attacks on Earth soil in recent history: the failed nuclear attack on LA that resulted in the mass evacuation of Las Vegas, and the Blackout itself.

After the Blackout, the UN expanded the Rep-Detect Unit's jurisdiction to police any humans aiding and abetting N-8s and the Replicant Underground. It's public knowledge that the Underground quickly dismantled, but sour-

ces inside RDU's Vice division say otherwise.

With the return of Replicants and the thinly-veiled human supremacists within the Empathy Movement, the Replicant Underground has publicly resurfaced for the first time in decades. And yet the legitimacy of the Sympathy Movement is luring the philanthropists who once funded their efforts, leaving only the most radicalized members unafraid of using extreme measures. "Sympathizers will learn that Human Supremacists won't stop with UN bills and moral victories," said one member who preferred to remain nameless. "They have always wanted only one thing: blood. And when the politicians fail Replicants, we will triumph. By any means necessary."

UN SANCTIONS OFF-WORLD PRIVATIZATION

In a political victory for Governor Nolvig whose entire re-election campaign was funded by megacorp lobbyists, the UN Council declared a milestone ruling that allows corporations to now register for exclusive, privatized ownership of off-world celestial bodies discovered, claimed, and colonized by a sole corporate entity. As enraged anti-trust agencies already file appeals, megacorps with heavy interests in off-world emigration and colonization including Shimago-Dominguez, Okazaki Oil Corporation, and the CCCP have already announced aggressive investments into 100% Nexus-operated interstellar fleets dedicated to deep-space exploration – sparking what is sure to become the next great gold rush for a brutally contested and defended outer frontier of resource mining and trading.

UNEMPLOYMENT REACHES

ALL-TIME HIGH AT:

27.9%

Temper ran high as the Federation of LA Labor Unions met with the UN's Congress of Industrial Organizations to address the record-high unemployment due to N-9 workers quickly becoming a majority in blue-collar industry.



Distribution of blue-collar unemployment



Industrial
Construction
Harbor

PRECISION IN THE AIR



THE NEW

PINNAR

WE CARE ABOUT YOUR BEST FRIEND







CHAPTER
07

WORKING THE CASE

"Reaction time is a factor in this, so please pay attention."

REP-DETECT UNIT\rep dih-tekt yoo-nit \n. See also LAPD Retirement Division (obsolete); Rep-Detect, the RDU (slang): Created in 2013 by the United Nations, the Replicant Detection Unit is the foremost authority on upholding and enforcing the criminal laws and regulations regarding the domestic use and abuse of Replicants and all other regulated technologies within Earth borders. Though beginning as a specially trained police squad for identifying and retiring trespassing Replicants illegally residing within Earth borders, the RDU has evolved over the decades from a threat-focused law enforcement agency to an intelligence-driven security organization. It is the principal investigative arm of the UN for all Replicant-related matters, with sole jurisdiction to investigate criminal activity or accusations regarding any monitored entities and technologies. The RDU manages all aspects of the enforcement process, with their operations primarily targeting public safety threats, such as criminally accused or charged Replicants, criminally accused or charged humans wanted for unlawful use or abuse of regulated technologies, and criminal obstructions of RDU operations and UN justice committed by Replicant or human citizens on Earth.

NEW AMERICAN DICTIONARY
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THE REP-DETECT UNIT

Evolving over time from a threat-focused law enforcement agency to an intelligence-driven security organization, the Replicant-Detection Unit has progressively expanded its jurisdiction and diversified its capabilities. It no longer serves as merely the UN's principal investigative arm for all regulated entities and technologies. The RDU now also represents UN interests as the foremost authority on the nature of these technologies and the threats they present, both to public safety and the socio-economic stability of the system.

As the UN's first line of defense, the RDU independently steers its own investigations, while serving as a resource for the LAPD and any outside agency and organization that might require the specialized knowledge and know-how found only among the RDU ranks. The following section provides a brief overview of the many divisions and capabilities within the RDU, all of which may become useful during casework.

THE NEW ORDER

With this new breed of Replicant comes a new breed of Blade Runner. Though the Replicant-Detection Unit has kept its name, the UN's Replicant Reintegration Act has changed the RDU's mandate, making them an investigative branch with sole jurisdiction over the use and abuse of all monitored entities and technologies. It's not the Blade Runner's job to simply detect Replicants. They must now protect them as well.

For the first time, there is a due process for the RDU, where detectives must investigate if a Replicant *deserves* to be retired. A case must be made to justify the bullet, even after it's been fired in the line of duty. We must even defend Replicants now, both in the courts and on the streets, should they be the victims of crimes or conspiracies against them.

And there are many. After all, Replicants are the most prized technology in the system, and when are such toys not stolen, broken, or abused in the wrong hands? Not to mention the unsanctioned technologies, the illegal counterfeits, the underground traffickers and chop shops... all the entrenched criminal enterprises unchecked during Prohibition and now exposed. Plus, let's not forget good old-fashioned hatred. Fueled by the old fears and bigotries of bygone Nexus-6 bogeymen, along with the bullies all too eager to antagonize those who can't fight back.

But there will be a fight, though perhaps not waged by Reps. Remember, the Reintegration Act is more than a civil rights issue. The city's economy, and the prosperity and socio-political stability of the entire system, all hinge upon a Nexus workforce. The UN put their jobs on the line when they repealed Prohibition, and countless bottom lines across the colonies couldn't have been more grateful. Now that big business is back, hell if it's leaving without a war.

This is most especially true for Wallace Corp, who forever stands in the center of every storm, meticulously tinkering with each investigation like wires in some massive, Machiavellian scheme. After all, Niander Wallace's vision for humanity is cradled in synthetic arms. And his stockholders have placed their faith in his promises, as much as they now expect the RDU to deliver upon them. One way or another.

In many ways, the fate of Wallace Corp and the RDU are intertwined. Wallace Corp needs the governmental protections and severe legal implications should competitors violate their patents, traffickers steal and sell their clients' property, counterfeits and chop shops threaten the public's safety and trust with unsanctioned

augmentations or bastardized tech and abominations. One false step and the masses could rise up again to riot and ransack the Replicant industry. And so the UN, Wallace Corp, the entire economy needs the RDU to keep that all from happening.

As part of the UN's deal to repeal Prohibition, Wallace Corp is required to provide the RDU with generous funding every year, including the unit's N-9 Blade Runners. This makes it hard to bar Wallace from the office, as much as some might like to do so. But make no mistake, Blade Runners are servants of the people. You don't answer to anybody but the Chief and your own conscience.

Even so, you'd be a fool to ignore the glaring fact that the RDU, the whole Replicant Reintegration Act and the limited rights it grants Nexuses... all of it protects the megarich and Wallace Corp's monopoly as much as it does the commonwealth. Otherwise, if there wasn't due process and Reps and their owners/manufacturers didn't have rights to protect, what's stopping the next riot or witch hunt?

Thankfully, the first shots have yet to be fired. Nexus-9s have a clean bill of health and no cases have closed against them thus far. Even so, every day there are new accusations. New hate crimes and conspiracies. All committed against a synthetic race that cannot reasonably defend themselves without risking their own retirement. Risking their entire race.

And so it's up to you, the Blade Runner, to somehow contain this clusterfuck and maintain some semblance of order. Even when every case teeters into uncharted, highly controversial territory. And every verdict can tear the system apart.

Yet even if legitimate charges are brought against a Nexus-9, the UN has made their position clear. If a judge's gavel ever falls against a Nexus-9, the entire RDU better be willing to stake their lives and livelihoods upon it. As if even one N-9 was proven capable of the old N-6 inhumanities, there'll be industrial upheavals, riots in the streets, and war across the system.

Sound like fun? Well, it's your job, so when that Code 3 comes and the Chief calls you onto that next case, all you can do is answer. Break cases and faces till the world turns right again. If it's any consolation, there's free coffee in the common room and the White Dragon Noodle Bar lets cops cut in line. We even get a two-for-one discount, and in a city this cold, you've learned to be grateful for anything warm served with a side of kindness.





THE RDU HQ

Known amongst cops as “the Tower,” the new headquarters for the Los Angeles Police Department Precinct 995 is a hulking monstrosity. Always open. Always overwhelmed. Swarming with cops, crooks, and citizens in need. There’s neither a case nor criminal that doesn’t pass through this building at some point, which would explain why the Tower rivals most megastructures in town. Even still, the lobby floor open to the public often feels like it’s bursting at the seams, with the cacophony and crowds matching the roar of a sports arena during the worst of times.

The new headquarters was constructed in the early 2030s after a major fire nearly took down the old LAPD headquarters back in 2029. Most major LAPD divisions sprinted to the Tower the moment the doors opened.

In classic chain of command, the LAPD top brass and UN bureaucrats have exclusively claimed the top floors. They’re normally off-limits, but when a case demands diplomacy or your boss’ boss’ boss needs to shout a few colorful metaphors at you behind closed doors, you’ll take the rare ride up the lift. Among the floors below, you’ll find all a Blade Runner needs for case work, including some RDU advantages found nowhere else, such as the LAPD Mainframe and Denabase, RDU training

grounds, V-K and Baseline interrogation rooms, and a reserved Spinner fleet. They even transplanted the infamous Esper Wall from the old HQ.

The LAPD’s armory and facilities are technically at your disposal as well, but Blade Runners rarely take advantage. The RDU’s armory is special equipped with Blade Runner gear and goodies. Plus, any crime lab without Coco (the RDU’s Chief Medical Examiner-Coroner) pales in comparison, as his grasp on the vast complexities of Replicants and other regulated tech is unsurpassed. Customizing the RDU’s Crime Lab like most Blade Runners once tweaked their V-K briefcases, no crime lab in the system can hold a candle to Coco’s kingdom.

Yet truth be told, Blade Runners work and live on the streets, so your time in the Tower is brief and perfunctory at best. Luckily, you can get almost anywhere in the city from the Tower by Spinner in 15 minutes flat. So, while some Blade Runners may aspire to claim one of those top brass corner offices high above, the streets below and the second to last stool at the White Dragon Noodle Bar suit most just fine. And they give extra noodles on the house.

POLITICS AND THE PECKING ORDER

Police work is not just about solving the case. It's about navigating the rigid system and complex political waters of law enforcement. Politics can be a full-time profession for some, a forced obligation or burden for others. Yet no matter what kind of cop you are, you're still a cop who must follow the rules or suffer severe penalties.

As the UN governs all law enforcement on Earth, the LAPD's head of command is the UN appointed Police Commissioner. The person who truly runs the show is the Chief of Police, along with the Inspector General who independently oversees Internal Affairs. All three hold court on the upper-most floor of the LAPD HQ, which you can't even access without approval from security protecting all points of entry 24/7.

The RDU remains an autonomously run division within the LAPD's Office of Special Operations, which also comprises the Detective Bureau, the Counter-Terrorism Bureau, the Special Operations Bureau, and the Transit Services Bureau. Many RDU officers are direct reassignments from LAPD Special Ops units, along with recruits and select appointments from the academy, specialized divisions such as Administration and Information Technology, and outside UN agencies.

Commanding Officer in Charge of the RDU is Police Deputy Chief David Holden. Few envy his job. It's him behind the podiums at press conferences, and his ass on the line when you screw up. Most of his day is spent answering to a circle of vultures forever stalking overhead: the Commissioner, the Governor, the District Attorney, the UN, the Inspector General, the press, even Wallace Corp and other special interests. He's also

embroiled in constant internal conflicts with the other LAPD divisions who envy the freedom and funding of the RDU.

Old Iron Lung is a legend from the old days, and Holden has been the one-man army keeping the RDU afloat for years. He's also usually your Reporting Officer, receiving regular updates on any open investigations, though ROs may hail from other LAPD divisions or outside agencies depending on the case particulars.

In truth, little has changed in the RDU since its foundation. Including the people. Being a cop has always been a family business, and there are RDU legacies and rivalries spanning for generations. There are old-timers like Holden, Gaff, and McCoy who used the first V-K machines and took down the last N-6s. Living embodiments of the trenchcoat-toting cultural icons burnt into public memory.

And yet a new era is dawning. From the cutting-edge Crime Lab to the new generation of hot shot recruits reared on Blade Runner fables and drunk on dreams of future grandeur, the face of the RDU grows fresher and fiercer by the day. And that was before Wallace's N-9 Blade Runner fleet showed up. Even the Chief was broadsided by that masterful move on the Go board by Wallace, but while many at the RDU balked at first, the steep increase in conviction rates and retirements since bringing them on speaks for their prowess and determination. The LAPD may never wholly embrace their N-9 office mates, but quite a few have already come to acknowledge (even respect) this dogged new addition to the RDU repertoire.

LAPD DIVISION HIERARCHY

TOP BRASS

Police Chief

Police Deputy Chief. Commanding officer of a bureau, eligible to be appointed after 1 year as Commander.

Police Commander. Assistant commander of a bureau.

Police Captain III

Police Captain II

Police Captain I

Police Lieutenant II

Police Lieutenant I

CASE WORKERS

Police Sergeant II – Police Detective III

Police Sergeant I – Police Detective II

Police Detective I

Police Officer III – Special Ops

Police Officer III

Police Officer II

Police Officer I

HAVE A BETTER ONE!

Blade Runners are specially trained detectives empowered to act outside the official line of command, uniquely enjoying some level of autonomy (dare we say diplomatic immunity) while on the job. Even among the populace, it's understood that Blade Runners are public servants entrusted only with the most pressing assignments. So there is a social contract among most citizens, megacorps, politicians, cops, even criminals; no matter how poor or powerful you may be, when a Blade Runner calls, you answer. And you cooperate.

In fact, Blade Runners boast a special "Filed and Monitored" field ranking, which legally authorizes them to shadow open investigations, receive full disclosure on past/current casework, take command of crime scenes, and act above many other standard sanctions, restrictions, or protocols. No, they're not spies with licenses to kill. Yet as walking search warrants, Blade Runners can essentially go anywhere and do just about anything within the framework of the law – and sometimes outside it, too. When in service of an active investigation, that is.

THE RDU DEPUTY CHIEF

Everything starts at the top. Unless otherwise specified, all Blade Runners directly report to Deputy Chief David Holden. Detectives receive their case assignments and most orders directly from the Deputy Chief, and detectives are expected to regularly submit status reports, case documentation, and other paperwork to Holden as they forward investigations and complete casework. Updates can be delivered in many ways: in person meetings, Vid-Phon calls and messages, KIA updates, LAPD Mainframe upgrades, even by proxy messenger.

How often you report is a strategic decision. The DC can't help but ask questions or bust chops, so it's sometimes in your favor to report less than he might want. To keep certain theories or findings to yourself until the time is right. After all, it's often easier to ask for forgiveness than permission. Particularly when poking at beehives or sniffing around in places you probably shouldn't.

He may not have patience for you, but Holden wouldn't have that job without a huge network and a mind for politics. So, when you need strings pulled or red tape cut, the DC is one of your best allies. You need his direct approval to obtain search warrants and retirement orders, file for wiretaps and surveillance

details, obtain special equipment and purchases, or request back-up from other RDU divisions.

With a few phone calls, he can even arrange meetings with outside specialists, informants, politicians, and industrialists, or tap resources and personnel from other UN agencies and organizations.

Though Holden can be a great ally, do not mistake him for a friend. He will doggedly support any Blade Runner, so long as they close cases and serve his agenda. Yet if you break the law, defy orders, push too many buttons, or bring shame onto the RDU, there will be consequences. You may escape with a reprimand if you're lucky, but worse or repeated offenses can lead to demotions, suspensions, or worse. He may take you off a case, suspend you from field work, order psych evaluations (or Baseline Tests), arrange Internal Affairs reviews, even kick you out of the RDU, take your badge entirely, or file criminal charges against you. Then again, exceed his expectations and it'll be Holden recommending you for raises, promotions, and commendations.

So either way, making nice with the Deputy Chief is not only a prerequisite of the job, but the most direct path to a corner office or career suicide.

DAVID HOLDEN

AGE:	57
EMPLOYER:	LAPD
TITLE:	Deputy Chief

As one of the first Blade Runners on the force, David Holden quickly distinguished himself as a gifted interrogator and master of the Voight-Kampff machine. In 2019, Holden's career was nearly cut short when he was injured in the line of duty while pursuing the same Nexus-6 fugitives who later murdered Eldon Tyrell.

Suffering a near fatal wound, Holden was hospitalized for months and later became one of the first officers to accept synthetic prosthetics. Breathing through synthetic lungs, Holden received the moniker "Iron Lung" that (to his chagrin) lingers even today. A fierce tracker, Holden served more retirement orders than nearly any RDU officer. Rising up the ranks on a "zero tolerance" political ticket, his leadership helped the RDU persevere through the riots and the Blackout, ultimately becoming the obvious choice for Commander in Charge of the Rep-Detect Unit once the prior Deputy Chief Harry Bryant stepped down from command in the late 2020s.



RDU DIVISIONS

CRIMINAL INVESTIGATION

By far the largest RDU division, this is the core criminal investigation unit authorized to uphold and enforce the criminal laws and regulations regarding the domestic use and abuse of Replicants and other regulated technologies, including the identification and apprehension of criminally charged Replicants and any individuals aiding and abetting in the obstruction of justice. These detectives field an endless variety of cases and assignments, spanning homicide, robbery, corporate fraud, assault, or any incidents involving the threat, injury, or death of an officer or UN official.

RETIREMENT: The RDU's most infamous enforcers, Retirement is the division specially trained for fugitive investigations: enforcing UN judicial orders and mitigating high-risk threats against the UN and the general public, including the fulfillment of any retirement orders issued against convicted synthetic fugitives.

Retirement is solely charged with identifying, locating, apprehending, and neutralizing known high-risk fugitives that pose significant threats to the UN, the judiciary

process, and public safety. They also assist in high-risk security details, overseeing the transportation and protection of high-value individuals, witnesses, or prisoners, and spearhead any seizures or forfeitures of illegal goods and high-value assets, instruments, or illicit gains that enable criminals or criminal activities.

No longer empowered to retire Replicants on sight, a retirement order must be issued via official LAPD channels only after a burden of proof has been found. Without an official writ, Retirement officers may only shoot to kill upon provocation, namely self-defense or directly witnessing the death, injury, or mortal endangerment of an officer, civilian, or the general public.

As their assignments are the most dangerous, Retirement operatives receive hazard pay and nice bonuses for fulfilling each retirement order. As anyone who receives a retirement order has been legally proven guilty, Retirement officers are notoriously cold and methodical about their work. As the cityspeakers say: "Nyugdijas or nothing." Nyugdijas is cityspeak for retired.

SECURITY & SPECIAL FORCES

Specially trained security and support operators that may join field units to investigate or engage threats, providing specialized services including strike teams, snipers, air support, demolitions, field medicine, animoid support services, tactical analysis, security details, or diversionary tactics. Core divisions include:

SPECIAL OPS: A crisis response and emergency operations division, providing special weapons and tactics for high-risk situations posing a significant risk to lives and public safety. Special Ops may provide combat support and strategic countermeasures during hostage situations and active confrontations with public threats, along

with logistical support on heavily protected locations and targets.

ANIMAL SERVICES & CONTROL: A support division providing field operatives specially trained in the use of animoid technology. These operatives are accompanied by LAPD animoid partners trained to follow only their assigned operative's commands and utilize their unique search, detection, and defensive abilities to aid investigations.

ARMORY: Spec Ops maintains the armory and provides tactical insights on all weapons and armor.

FORENSIC SCIENCES

The Forensic Sciences division is responsible for the collection, identification, preservation, comparison, and interpretation of physical, medical, and digital evidence found at crime scenes or collected from suspects and victims. Data junkies and research monkeys, they are also the stewards and caretakers of the crime labs, the morgue, and the many data centers and LAPD-exclusive technologies all crucial to your investigations.

Commonly known within the LAPD as the Replicant Intelligence & Technology division, the RIT is the famous research & development division of the RDU and the custodians of its world-class crime lab. Unlike other LAPD divisions, the RIT is mostly staffed with outside recruits from biotech companies, top universities, and the private sector. Known throughout the system as one of the foremost authorities on synthetic technologies, the RIT boasts a depth of education and specialized training that goes far beyond standard police protocol.

The RIT chiefly provides two levels of support: technical and logistical. Technicians are world-class forensic specialists and pathologists who oversee the RDU's famous Crime Lab and spearhead the division's R&D efforts, designing countermeasures (e.g., weapons, equipment, upgrades, etc.) that maximize effectiveness in the field. Most technicians refuse to leave their fancy toys and crime labs, though some do become gifted field operatives known for working crime scenes with uncanny analytical skills.

Meanwhile, Logistics officers insatiably research and monitor all known entities, technologies, and threats. They are solely responsible for maintaining the RDU's data centers – the LAPD Mainframe, the Esper Network, and the Denabase – that mine and catalogue data to help investigations with greater certainty and safety. Logistics specialists rarely enter the field, but their encyclopedic knowledge can meaningfully aid investigations and tactical planning.

ADMINISTRATION

Internal division that upholds UN policies and professional standards, investigating incidents and accusations of law-breaking and professional misconduct by internal team members or external regulatory bodies.

Initially founded to handle the department's Business and Legal Affairs, Human Resources, and the RDU's Recruitment and Labor Unions, Administration became more politicized as the abuse of power became a hot button topic around the ethical treatment of Replicants.

Now the main enforcer of the Replicant Reintegration Program, Administration provides ethical oversight on retirement orders and the appropriate means to detect, detain, and retire suspected or confirmed threats. Answering only to the Inquisitor General, Admins also oversee Internal Affairs, Risk Management, and the Professional Standards Bureau, the investigative arm that identifies and reports abuses of power, corruption, or any unbecoming behavior that violates the RRP, discredits the RDU, or otherwise breaches standard policy or procedure.

VICE

Founded in 2023 as a Task Force against the Replicant Underground, Vice is an intelligence-gathering support division, responsible for collecting insights on any ongoing and organized criminal enterprises, including crime syndicates, gangs, the Human Supremacy Movement, and the Replicant Underground.

Vice is responsible for infiltrating, deterring, and neutralizing such institutions and any human efforts to violate

UN regulations or obstruct justice. Vice also collaborates with other Rep-Detect units during fugitive man hunts, and enforces various laws against Replicant-related hate crimes and criminal acts such as illegal trafficking, theft, gaming, counterfeiting, and animoid cruelty.

Vice Detectives primarily work undercover, so they only work under chosen aliases. Their true identities remain classified, even to fellow officers.

WALLACE RESOURCES

As part of the agreement for repealing Prohibition, Wallace Corporation offers its full cooperation (or the appearance

of it, at least) to the RDU, providing ample resources and support for any and all investigations.

RECORDS LIBRARY

The private records archive on any Replicant on record produced by either Tyrell Corp or Wallace Corp, dating back to pre-Blackout files inherited by Tyrell Corp's Replicant Registration Database. Due to the Blackout, many of the old Tyrell Corp files are incomplete. Wallace Corp keeps their files on physical satcrystal back-ups.

To request a record, detectives can provide a model's serial number or DNA signature to one of the many archivists attending the library. These records can reveal the Replicant's incept date, physical appearance, detailed engineering specs, even their innate skill and mental/physical ability rankings. A nifty tool when tracking down a fugitive or trying to determine what a particular Replicant is capable of.

MEMORY LABS

Replicants begin their lives with a deep well of purpose-built memories. As using real memories is illegal, these fabricated memories are custom designed by memory engineers in Memory Labs, premium upgrade centers that cater to the Nexus industry.

Memory engineers are keen students of the mind, offering rich insights into an N-9's mental, psychological, and emotional make-up. Top labs even possess Stelline Scans, which are a non-invasive method of reviewing an N-9's core

memory implants, though they're unable to read new memories gained via life experience after their incept date.

By interfacing directly with a Replicant or simply leveraging their unique know-how and compassion for the Nexus' state of mind, Memory Labs can help detectives to better understand (even predict) what a Rep is mentally, emotionally, or psychologically capable of thinking or doing based upon the core memories that define them.



MEMORY VAULT

Beyond their physical build, Nexuses are purpose-built through memory engineering, simulated life experiences that install each Replicant's personal identity and sense of purpose.

Through memory engineering, Replicants are bioengineered from birth to perform their intended responsibilities with expert precision. Each N-9's psyche is implanted with layers of conscious and subconscious memories, which craft their personalities, emotionally ground them, and provide the moral fiber for ethical codes and ideologies best suited for their purpose. Much like humans, these memories collectively synthesize each Rep's unique identity and belief system necessary to not just know how to do something, but feel emotionally compelled to do it by instinct.

Upon authorization, a Wallace Corp representative will chaperone detectives through their Memory Vaults – extensive data catalogs stored on memory sphere drives,

which contain a varying range of records on each manufactured or recovered Replicant, as well as their owner(s), assigned roles and responsibilities, core memory engineering, even cross-referenced documented events during the Nexus' service.

By reviewing these records, detectives can learn a lot about a Replicant, building a detailed history and psychological profile that may help to determine if that Rep could commit a certain act on a technical or emotional level. Sure, all Nexuses learn and evolve over time, but understanding their core design may provide insight into what drives and defines them. Detectives can even search for core ideologies, emotional triggers, passions, phobias... anything that might help detectives to identify weaknesses and understand what that Rep might do, where it might go or hide, who it is likely to trust, or target next.

USING LAPD RESOURCES

To leverage LAPD divisions, equipment, or resources, you need to make an official request from the appropriate source. Commonplace needs may painlessly obtain approval in seconds, while obtaining approval for a Special Ops strike team or a wiretap on a UN delegate may require elbow grease and approval forms filed in triplicate.

Using official channels is the easiest, most direct way to get what you need. The more uncommon, complicated, or politically complex the request, the more paperwork and politics required, the longer the wait. Since official requests are recorded on your personnel file, not everyone gets what they need by the books. Call in the right favors, pull the right strings, or twist the right wrists, and something that may have taken weeks will clear in minutes.

In game terms, resource requests can require spending Promotion Points and making a CONNECTIONS or TECH roll. If you spend twice the amount of Promotion Points needed, you gain an advantage on the roll. You can pool Promotion Points with the other player characters

to make requests. If the roll fails, the Promotion Points are still spent.

The table on page 163 lists a range of typical LAPD resources, which official to request them from, what is required to get them, and how long it typically takes. Some resources can only be used on site, others can be accessed remotely. The LAPD Mainframe, Esper Wall, and Crime Lab are described in Chapter 8. That chapter also has further information about requesting equipment.

Specific Case Files can include more resources or change the normal requirements for them. For requests not covered, the Game Runner needs to make a judgment call.

USING CHINYEN: If you can't or won't use Promotion Points to request resources, you can use the same amount of Chinyen Points instead, effectively trying to bribe your fellow colleagues. However, if your CONNECTIONS roll fails, you will be reprimanded.

CALL DISPATCH

Need help? Just call Dispatch, the seasoned Dijī manning the RDU switchboard. Being the sole conduit for all internal comms and hosting multiple conversations in tandem at any times, Dispatch knows the ins and outs of the LAPD better than anyone, and she's always there to answer your call.

Need immediate drone surveillance to track a fugitive on the run? An APB on a missing person? Special Ops tactical support on a sudden hostage situation? Emergency care and transport for an officer injured on the scene? Whatever dire or humdrum circumstance, Dispatch can come to the rescue – or at least patch you through to the right official.

While Dispatch can cover your ass and light your darkest hour, don't expect her to not give you shit for needing the help. From her personality alone, you can tell that she's worked alongside Blade Runners for years. Maybe too long. So never treat Dispatch as the help. Every cop learns the penalties for pushing her buttons, so be respectful or else you'll feel the blunt of a sass and sardonic wit only seen among the most seasoned and salty officers.

Even still, Dispatch will always answer your call and she'll compulsively help you to request support, track down fellow officers, and swim the LAPD waters with ease. She's also an insufferable gossip and may share a secret or snide remark more often than she should, if she likes or hates you enough.

PLAY TO YOUR STRENGTHS

Every case and cop is unique, so never forget that you're a part of a team. Think ahead and consider what direction the case may lead, then enlist support from members of the force who can help you overcome even the toughest challenges.

Trying to take down a king of industry? Better ask Administration for legal help. Navigating the criminal underbelly? Shadow someone from Vice. Chasing a

serial killer who never leaves a trace? Simply dare an Analyst to crack the case, then track down and question your prime suspect with a master interrogator from Criminal Investigation.

The RDU has been designed to confront any challenge head-on, so if a case is going cold, just heat it up with the right back-up.

LAPD RESOURCE REQUESTS

REQUEST	LOCATION	TURNAROUND	PROMOTION POINTS	SKILL
APB on a fugitive or missing person	Dispatch (remote)	Instant	—	—
Backup to suppress crime in progress	Dispatch (remote)	Instant	—	—
Interrogation room	Criminal Investigations	Instant	—	—
Arrest warrant	Deputy Chief	Instant	1	CONNECTIONS
Retirement order	Deputy Chief	A Shift	2	CONNECTIONS
Access non-classified data on the LAPD Mainframe	LAPD Mainframe KIA (remote)	Shift (on site) Instant (remote)	—	TECH (advantage on site)
Access classified data on the LAPD Mainframe	LAPD Mainframe	A Shift	1 or more	CONNECTIONS
Access the Esper Wall	Esper Wall	A Shift	1	CONNECTIONS, TECH
Access Wallace Replicant records	Wallace HQ	A Shift	1 or more	CONNECTIONS
Standard equipment	Armory	Instant	1	CONNECTIONS
Premium equipment	Armory	A Shift	2	CONNECTIONS
Rare equipment	Armory	A day or more	3 or more	CONNECTIONS
Victim autopsy	Crime Lab	A Shift	—	—
Drone surveillance	RIT	A Shift	1	CONNECTIONS
Animoid support	Special Ops & Security	A Shift	1	CONNECTIONS
Wiretap or search & seizure warrant	Special Ops & Security	A Shift	1	CONNECTIONS
Help from another department or agency	Deputy Chief	A Shift	2 or more	CONNECTIONS
Make a formal complaint about a fellow officer	Administration	A Shift	1	CONNECTIONS
Request Spec Ops assault team	Special Ops & Security	A Shift	3	CONNECTIONS
Meeting with UN delegates or the Governor	Deputy Chief	A day or more	3 or more	CONNECTIONS
Meeting with UN delegates or the Governor	Deputy Chief	A day or more	3 or more	CONNECTIONS

PLAYING THE GAME

Whenever you update your Reporting Officer, request access to classified files on the Mainframe, even file a requisition form for more ammunition, all actions through official channels get recorded in not just your case files, but your own personnel file.

Like all government agencies, the LAPD is a rigid system of rules and hierarchies on the surface, but riddled with gaping loopholes for the resourceful and savvy to exploit. There are many ways to circumvent the system and keep things outside official channels, if not off the books entirely for strategic or political reasons. After all, there are some choices, theories, even evidence that you may not want to make public until the time is right. If ever.

Must they know all your sources? Does it matter if you busted a window to get that evidence?

Should you pose that theory or accuse that suspect before you've got proof? You may even call in favors, pull rank, and act through proxies on and beyond the force – journalists, politicians, informants, you name it – to ask the wrong questions, set fires, and kick the beehive in ways that never lead back to you.

Mind you, you'll get burned if you fly too long off the radar or make too many suspicious choices or requests. So every detective must learn which cards to keep on the table and which to keep up your sleeve.

In game terms, circumventing official channels can cost you Promotion Points, but can also give you Humanity Points. This is discussed further in Chapter 9 – Running Blade Runner.

LEVERAGING ASSETS

Despite the substantial resources of the LAPD, you will sometime need to look elsewhere for assistance and information. Leveraging informants and other assets helps to make the city and your casework easier to navigate, providing flavor and some familiar faces to reliable sources that enrich how you explore, investigate, and personalize the city. Two assets that can become recurring characters in the game are described on the next page. More assets will be described in Case Files.

Remember, even if an asset has what you need, it doesn't mean that they'll freely give it up or stick their neck out for you. To make assets work, you need to work for them, too.

Typically, leveraging an asset for information or assistance takes a Shift of time and requires a CONNECTIONS roll. If you choose the wrong asset for the case, they'll know nothing, and you'll have wasted your precious time.

CHINYEN: If you spend a Chinyen Point, you get an advantage on your roll. You can spend the point even after a failed roll, before you push it. For really big asks, the Case File or the Game Runner may require you to spend one or more Chinyen Points to even get to roll at all. Remember that you can pool Chinyen Points with the other characters.

KNOW THEIR MO

Assets may help you for many reasons: fear, spite, revenge, altruism, integrity, envy, greed. Getting them to tell you what you need to know and do what you need them to do

is different for every asset. Finding out what defines and drives them is the best way to gain leverage. Learning how you can help them is often the way to help yourself.

FOLLOW THE SCENT

Assets aren't the only sources of information. Sometimes you just need to be in the right place at the right time. Peppered throughout the city are countless water coolers where lips are loose, and the grapevine is rustling with the juiciest gossip.

Need dirt on a politician? Attend a fundraiser for their political opposition. Want to find a witness? Ask the orphans and street urchin nobody ever notices. Lost track of a socialite or an insufferable drunk? Hit up Nightclub Row or Bibi's Bar to see if they've come by lately. A CONNECTIONS roll and perhaps a Chinyen Point or two will usually do the trick.

Finding information isn't just about who you know. It's how well you know the city, and empathizing with victims, suspects, and perps alike. Thinking how they'd think, going where they'd go, and navigating the sectors and societal corners of LA in which they work, plot, and play.

PROTECT YOUR NETWORK

Successfully tapping assets will uncover information that moves the investigation forward. Using assets is always a risky business though, as they will often expect some kind of quid pro quo for their assistance. And if you abuse their trust or make them feel threatened or cornered, you may expose them and put them at risk. A compromised asset may sever ties, flee the city, or become an enemy that endangers your case, reputation, even your life.

ASSET: CORGI

EXPERTISE: Criminal underworld

As anarchy swept the streets and the impoverished struggled for basic necessities, some organized crime stepped up as peacekeepers and began running essential goods and services through the now prevalent bazaars. As one of Hawker Circle's beloved black market suppliers and benefactors, Corgi is plugged into every corner of the criminal underworld. A heart defect hampered his dreams of becoming a Blade Runner, so being an informant is Corgi's way of wearing a badge.

ASSET: AMARA JHAVERI

EXPERTISE: Law and politics

Though most politicians can be bought, Assistant DA Amara Jhaveri is too rich to waver from her self-righteous war against the corruption deep-seated in the city. Born among the off-world elite, Amara spit out her silver spoon, rejected her peers, and emigrated to Earth to correct the many inequalities she could no longer stomach. So it doesn't matter what red tape needs cutting. What buttons need pushing. What bridges need building or burning. Search warrants. Subpoenas. Wiretaps. Tails and security details. If it's in the name of justice, Amara will bullishly defend your right to take anybody down a peg or two.

BUILDING A REPUTATION

Perhaps it's the iconic look and lethality that's captured the fear and fascination of the public. Or the fact that they serve such a vital role in society. Or that countless people tell their own tales about when they saw a Blade Runner sprinting through the streets. When they heard those unforgettable shots ring out. Whatever the reason, Blade Runners have a knack for building a reputation, which may help or hinder their investigations over time.

The more visibility you gain, the less you can hide in the shadows. The more front-page photos of you, the less you can maintain your cover. And yet the more notoriety you build, the more powerful people up top or far down below will respect you. And if you crack the right case, create controversy, or gain political favor, key players in this city might take a liking to you. Or put a contract out on your head.

PROMOTIONS & DISTINCTIONS

As mentioned in Chapter 2, you will earn Promotion Points for successfully closing cases and being acknowledged for your choices, achievements, or sacrifices in the line of duty. After a single game session in which you have earned five Promotion Points or more, you will be awarded a distinction by Deputy Chief Holden. The Game Runner can select a suitable distinction from the list to the right.

Earning distinctions is rare and means a great deal to the precinct and the public. Just be careful, as too many commendations could make you a threat within the department. The

politically savvy or ethically loose cops could put some distance between you. Too sterling of a reputation could also hurt your standing on the streets and within the moral gray political and criminal communities you so often need to roam.

Then again, being the It detective allows you to pull rank and offers a few more political cards to play. Also gets you some fancy invitations to high society, and it could pave the way for upward career momentum only popularity can provide. The pay bump with that promotion doesn't hurt either.

DISCIPLINARY ACTIONS

Though distinctions are rare, disciplinary actions are quite common. As stated on page 220, you must roll CONNECTIONS each time you lose a Promotion Point due to misconduct. If you fail, Deputy Chief Holden will hand out some punishment – the Game Runner can select a suitable disciplinary action from the list to the right.

Detectives must walk a fine line between what's right and what's legal. What's allowed and what needs to get done. Even the shiniest badges occasionally ignore an order for the right reasons. Flash a badge under false pretenses. Misuse resources or withhold information. And sometimes you just can't help but make an accusation you can't back up. Or punch a smug smile off your prime suspect's face.

Yes, not all cops are perfect. There are hot tempers and itchy trigger fingers. Skimmers who take cream with their coffee with a few hustles on the side. Every cop has their bending and boiling points, and may cave in a moment of weakness to use intimidation, coercion, witness tampering, unwarranted searches, unauthorized

force, even perjury or falsification of evidence, all just to collar the guilty party and close the case the only way they can.

And yet if you're not careful, these choices (however justified) may constitute unbecoming conduct and neglect of duties, which could land you and your case in serious trouble. If cops act too far outside the color of law, Administration may send Internal Affairs after you with official investigations and corruption charges. So even the righteous avengers, wily skimmers, and ambitious fixers need to control themselves and ensure that they don't lose themselves and their badges in the process.

So long as you close cases more than you burn bridges, you can keep your badge without more than a few scars and scorch marks to your record. Yet step over the wrong lines or cross the wrong people, and it will negatively reflect upon you over time. Damaging your standing within the division, possibly even damaging the division itself, the LAPD, even the Replicant Reintegration Program as a whole.

DISTINCTIONS

SERVICE

Police Medal of Valor

Police Commission Distinguished Service Medal

Police Meritorious Service Medal

Community Policing Medal

Human Relations Medal

CITATIONS

Police Commission Unit Citation

Police Meritorious Unit Citation

MARKSMANSHIP

Marksman

Sharpshooter

Distinguished Expert

DISCIPLINARY
ACTIONS

CITATION

Disciplinary Admonishment

Official reprimand on record

Reassignment of duties

Probational demotion with decreased pay
(lose 1 Chinyen Point)Permanent demotion with decreased pay
(lose 1 Chinyen Point)Temporary suspension without pay
(lose 2 Chinyen Points)Extended suspension without pay
(lose 2 Chinyen Points)Internal Affairs review for alleged neglect
of duties

Internal Affairs psych evaluation or Baseline Test

Internal Affairs evaluation for termination

Criminal prosecution

INVESTIGATIONS & EMPLOYMENT STATUS

It's an unfortunate truth that most detectives have suffered a suspension, even termination, in the service of an intense investigation. Push too many buttons, and the Governor, the District Attorney, even the Deputy Chief may cut your leash short or shut you down. If you create scandal, it may take a lot to get back into their good graces.

Yet even if you get suspended or terminated, your employment status doesn't technically stop you from proceeding with your investigation. You have less access to official resources (disadvantage to all CONNECTIONS rolls to request them), but there may be certain advantages of

getting suspended or even terminated, as there are choices and compromises that a cop can't make under the strictest color of law. In fact, certain assets (particularly in the criminal underworld) may become stronger allies, though other adversaries may pounce when you're defenseless without a shield.

In any case, you wouldn't be the first detective to get suspended for doing what's right, regardless of if it's according to code. Doing the right thing will earn you Humanity Points.

SCRAPING SHIT AND SEEING MIRACLES

Ask any decent cop off the record, and many will argue that there is no way to not stray from the strictest moral code while doing this job. And that's a good thing. You may spare a prime suspect who once showed you mercy. Fall for a Rep you're ordered to retire. Or risk your life to bring a dad to his daughter's doorstep. Such choices may defy orders and stray from the narrow path. Yet these

decisions are what make *Blade Runners* so memorable, relatable, hopeful, and human. Remember, noir isn't about how you only make the right choices and defeat your flaws. It's how the wrong choices can be made for the right reasons, and how both your case and your soul can endure or diminish when faced with the flaws, regrets, and burdens you've brought with you.



STANDARD PROCEDURE

Whether you are a fresh detective on your first case or a seasoned badge with the scuff marks to prove it, there is a standard procedure to running

investigations in the Rep-Detect Unit. So whenever you crack open that new case file, make sure to follow the flow!

01

CLAIM YOUR TERRITORY

The RDU is filled with rotating cubicles and floating offices for on-duty officers and task forces. There are also V-K Testing Rooms, Baseline Testing Rooms, and Interrogation Rooms available upon request. Detectives are allotted desk-space whenever assigned to an active case. Ranking

officers can also request single or shared offices, while task forces can reserve case rooms – office suites with bullpens, conference rooms, whiteboards, file storage, and biometric locks assigned to case workers only.

02

DOCUMENT YOUR FACTS AND CENTRAL QUESTIONS

Every investigation starts with a series of central questions to answer. To begin, determine those main questions that demand answers. Then document the known facts, inventory any evidence, and build a list of possible

leads and persons of interest. Assess what you know and then reassess what you must learn in order to build a case and find the truth.

03

PROFILE PERSONS OF INTEREST

Build profiles with detailed histories for any Persons of Interest. Criminal records. Personal records. Medical and mental health records. Employment history. Financial history. Marital/sexual history. Known relationships, friends, caregivers, and associates. Known incidents

and whereabouts prior to death. Daily routines, habits, activities, hobbies, and unusual behavioral patterns. Religious, political, or cultural associations. Education. The works. All of these insights can provide an invaluable window into who they are and what they're capable of.

04

FORM A HYPOTHESIS

After assessing the situation, give the investigation a destination. Someone to look into. Something to prove. Form a hypothesis on the most likely series of events, based upon both objective facts and subjective observations and gut instincts. Then start following your leads to substantiate your theories and find answers to your central questions.

But remember, a good detective doesn't steamroll through an investigation with only one target in mind. Be open to new assets and information. Reassess the facts and pivot on your hypothesis as new possibilities come to light. It doesn't matter if your hypothesis is proven right, so long as you find the truth by the end.

SHIFTS & LOCATIONS

The core structure of the game is to solve your Case File by visiting locations, finding clues and meeting NPCs, Shift after Shift. Typically, you will be able to visit one location each Shift.

Some locations, like the Mainframe and Crime Lab, are found inside the LAPD Tower, but most locations will be out in the neon-lit streets. It's often advisable to split up

to cover more ground – you can always stay in touch using your KIA units. Piece by piece, you will compile a body of evidence, to finally unravel the truth of the matter and arrive at the essence of the story – your final decision on what to do with that truth.

More details on how a Case File is structured and played can be found in Chapter 9, Running Blade Runner.

05

BUILD YOUR CASE

These aren't the old days of shoot on sight, no questions asked. These days, justice is won with casework and paperwork. To close a case, you must build a burden of proof:

- ▣ MEANS – the ability of the suspect to commit the crime;
- ▣ OPPORTUNITY – the suspect had the chance to commit the crime;
- ▣ MOTIVE – the suspect possessed a reason to commit the crime;

- ▣ INTENT – if the suspect was in a sound state of mind.

These justifications must be defended in reports and courts alike, with enough evidence to substantiate your theories and mitigate reasonable doubt. Detectives don't just take down the bad guy. They keep them down by keeping their file shut with a case nobody can crack.

EXAMPLES OF INCRIMINATING EVIDENCE

- ▣ Identifying footage or photography from Esper cameras, security systems, or drones
- ▣ Written or recorded testimonies of suspects or witnesses
- ▣ Automobile/spinner plates
- ▣ Biological trace evidence (e.g., blood, hair, fibers, fluids, fingerprints, footprints, DNA)
- ▣ Stereoscopic and submicroscopic trace evidence (e.g., DNA, biomechanics, biogenetics)
- ▣ Physical characteristics (e.g., tattoos, scars, etc.)
- ▣ Forensic analysis (e.g., autopsy reports, ballistics, chemistry, toxicology, microbiology, morphology, etc.)
- ▣ Criminology assessments (e.g., psychological reviews, Baseline Tests, pathology, psychology, psychoanalysis)
- ▣ Personal, professional, financial, medical, social, or criminal history

06

MAINTAIN YOUR COVER

Blade Runners are plain-clothed officers for a reason. Detectives must blend into the environment and never draw attention to themselves until the moment they're needed most. So rather than bulldoze through obstacles with badges and blasters, consider other tools and tactics at your disposal. Can you charm your way in? Sneak your way out? Observe from the shadows? Rummage through

the garbage? Watch the camera feeds? Wiretap the calls? Infiltrate the security? Mislead the gullible? Sway the impressionable? Flatter the vain? Intimidate the weak? Bow to the strong? As long as you're acting within the law and your superior's good graces, move the investigation forward any way you know how.

07

COVER YOUR ASS

The RDU Administration is adamantly opposed to any unbecoming conduct or neglect in duties during active service. We are sworn to proactively pursue and prosecute any officer that overtly and transparently breaks the rules and commits actionable offenses on record. We trust our

detectives to maintain the utmost professionalism during their investigations. We acknowledge that in order to catch criminals, you must empathize with them and often think like one. Yet in the pursuit of incriminating evidence, we kindly ask you to not leave any behind.



WORK THAT CRIME SCENE!

There are few greater opportunities to advance an investigation than the scene of a crime. So pull out all the stops, question every witness, and scan every forensic inch for leads and evidence. When conducting a "walk through" of a crime scene, seize this first opportunity to systematically

document the scene as you identify evidence and determine initial investigative priorities and procedures. Ensuring the integrity of the scene and any present evidence is vital to investigations. So when entering a scene, it's recommended that detectives do the following:



Remove all non-essential civilians and personnel from the scene.



Participate in a Scene Briefing with any attending officers and witnesses upon arrival.



Take brief statements from witnesses to ascertain the time of arrival, their relationship with the scene, and any helpful insights or discrepancies.



Document the discovery of the crime with witnesses (where, when, with whom, and how).



Set crime scene boundaries and secure perimeter to minimize scene disturbance and prevent loss or contamination of evidence.



Prior to disturbing the scene, document everything, including the presence or absence of noteworthy objects. Photograph the scene from different angles to provide various perspectives, creating permanent historical records for evidence and future review. If you have your Esper-enabled KIA handy, a quick image or video capture may make or break a case later.



Document and identify the crime(s) first by circumstantial methods (e.g., personal effects found at the scene) or scientific methods like Esper scans, face scans, ocular scans, fingerprints, dental records, or DNA. If bodies are present, take note of each body's position, face, physical characteristics, identifying marks/scans/tattoos, the presence/absence/condition of clothing and personal effects, and any surfaces beneath the body.



Document any apparent post-crime activities and discrepancies for signs of scene tampering.



Document the presence or absence of injury or trauma, along with any relevant postmortem discoloration, rigor, temperature, or decomposition. Attempt to determine the locations of any and all injury(ies) or illness(es) that may have contributed to the death. Physical evidence at any and all locations may be pertinent in establishing the cause, manner, and circumstances of death.



Based on your findings, determine the need for further evaluation or assistance from forensic specialists or technologies.



Determine if there is a need for any search warrants or participation from relevant local or UN agencies to further obtain insights from the scene.



Determine which individuals, divisions, or agencies are responsible for collecting specific types of evidence, and determine evidence collection priority for fragile evidence.



After your walk through is complete, you can begin the final documentation as you identify, photograph, secure, and preserve any evidence and trace evidence (e.g., blood, hair, fibers, etc.) with proper containers, labels, and preservatives. Make sure that all property and evidence is collected, inventoried, and safeguarded as required by law. Evidence has no use if it's not admissible in court. Don't be shy about calling the Crime Lab to help assess and document the scene, too. As they will insistently inform you (regardless of if you ask or not), it's their job.



Form and log a hypothesis.

TAKE A BEAT BEFORE YOU HIT THE STREETS.

Once you complete a walk-through of the crime scene, many detectives are tempted to chase the first lead that comes to mind. Don't. You just absorbed a great deal of information. Filled your mind with sprawling lists of fresh data and detailed observations. It's a lot for even the most seasoned officer to process at first, and new cases and crimes rarely occur when it's most convenient for you.

So before you hit the streets, take a beat. In fact, completing your Crime Scene Report is a great way to reassess everything that you just witnessed and documented at the scene from the top down. Good detectives prioritize due process, and you can't find those case-breaking clues, patterns, and discrepancies unless you inspect every detail,

ask every question, and analyze each suspect or scene from every angle. Give your mind (and your reporting officer) enough time to catch up with the investigation, so you can take those first steps with your strongest foot forward!

And remember, crime scene analysis only begins at the scene. The LAPD offers innovative tools and comprehensive support to enhance your casework. An autopsy may reveal unexpected truths about the victim. A toy or bathtub may lead you to your suspect. A session on your Esper Terminal may reveal new perspectives. Even memory vaults may uncover hidden motives. Every aspect of the crime scene should be processed with care, as you just never know what you might learn if you look closer, ask questions, and leverage the right resources.

KNOW YOUR PLACE!

RANK

FIELD ROLE

DIRECTOR

An officer commanding an Office of the LAPD.

OFFICER IN CHARGE

An officer in charge of a section, incident, or unit.

COMMANDING OFFICER

Any officer in charge of a bureau, a group, a geographical area, or a division.

FIELD OPERATIONS COMMANDER

Any officer in charge of an investigation.

INCIDENT COMMANDER

Any officer taking command at an emergency situation.

WATCH COMMANDER

An officer in charge of a specific watch within a division or geographical area.

REPORTING OFFICER

Representative officer of a section or unit tasked with general field investigation.

STAFF OFFICER

Any rank above captain.



Brought to you by the Administration department of the Replicant-Detection Unit of the Los Angeles Police Department

DID YOU FIND THIS DATA FILE HELPFUL?

Visit the Admin lobby and check out our other popular brochures like "Interrogating with Integrity," "Cityspeak for City Slickers," and "Autopsy Turvy."

Need help at the scene? Call Dispatch on your KIA and ask for the 24/7 Admin Support Line.





CHAPTER

08

TOOLS OF THE TRADE

"My friends are toys."

RDU GEAR

The LAPD provides Blade Runners with access to all standard and specialized gear. At HQ, each player character has a personal locker sealed with a biometric lock, in which they can store whatever they choose. Being resourceful with the many tools of your trade can make all the difference in solving the case and saving the day.

STANDARD ISSUE: You get your standard issue gear (page 035) cost-free. If you lose it, you will get replacements cost-free, but you will also lose Promotion Points and might even suffer disciplinary actions.

SPECIALIZED GEAR: Though you need to jump through some hoops, you can also request specialized equipment and services from divisions like Special Ops

or Replicant Intelligence and Technology. To do this, you must file an official request with the appropriate source. This will cost you Promotion Points and a CONNECTIONS roll, as described on page 162 in Chapter 7 – Working the Case.

HANDING IT BACK: When you request specialized RDU gear, you only get to keep it for a specific and defined use – rarely more than a Shift of time, unless you have very good reasons to keep it longer. After you have used the item, you must hand it back to the RDU. Keeping specialized gear for longer than the approved time limit will cost you Promotion Points and even disciplinary action – and the same of course goes for losing such gear in the field.



THE BADGE

Your skeleton key to almost anywhere in the city. Each badge is individualized with the identity of the badge holder, which is scannable via barcode by any modern device. A Blade Runner must carry their badge at all times and present it whenever interacting with the public in service of the law.

Your badge is your most valuable possession, so keep it safe.

OLD MODELS AND OLD HABITS DIE HARD

As Nexus-9s are new and N-8s are still hiding among us, the LAPD is still undergoing an awkward technological transition, where Voight-Kampffs remain in use while new techniques like the Baseline Test are still being honed and earning trust. Some old-school Blade Runners fresh out of retirement may cling to their old tricks. There is a running joke in the halls on how the older officers come with "baggage" quite literally. Even still, while the younger generation is more eager to learn and leverage new knowledge and know-how, they are also dangerously disregarding their elders and distancing themselves from the earned wisdom and instincts of the past.

1 SCROLL DIALS

2 VIEWSCREEN

3 EXTENDABLE RETINAL SCANNER

4 INTEGRATED TRACKPOINT

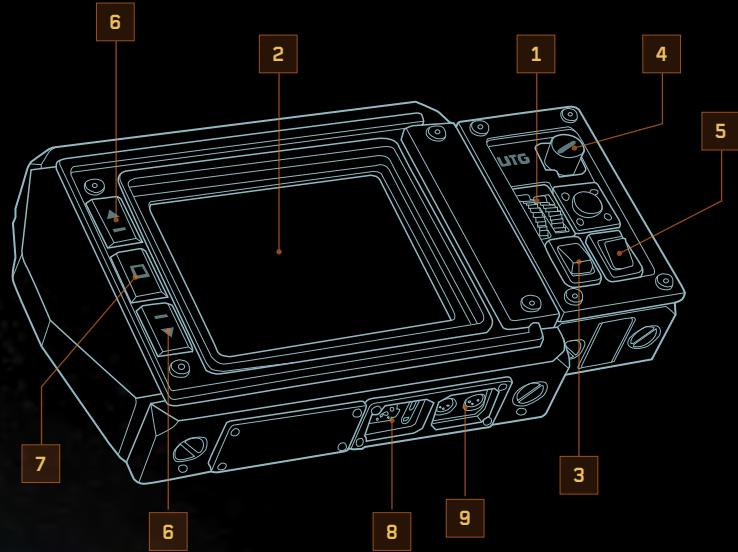
5 PROGRAMMABLE HOTKEYS

6 PREVIOUS/NEXT BUTTON

7 HOME BUTTON

8 MAINFRAME INTRANET PORT

9 AUDIO/VIDEO SOCKET INPUTS



THE KIA

Exclusive to Blade Runners, the KIA (Knowledge Integration Assistant) is a personal data manager with a datalink directly to the LAPD Mainframe. Blade Runners have been using KIAs since before the Blackout, though their capabilities have evolved since the LAPD integrated AI assistants in the 2030s, transforming an analog data processor into one of the more advanced handheld devices in LA.

This multi-tool has various uses in the field, including a bioscanner to read Nexus serial numbers, an Esper-enabled audio-video recorder, and a two-way comms device on a police-issue encrypted channel exclusive to your precinct.

Each KIA is biolocked to its one assigned owner and syncs with any office or personal terminals assigned to that officer. Officers utilize KIAs to maintain their case logs – keeping track of suspect files, crime scene photos, evidence, and all relevant case data, along with recording live testimonies and interrogations, capturing Esper video and photography for later enhancement, and cross-referencing inquiries with old case files in the vast libraries of the LAPD Mainframe.

The KIA will auto-download any relevant Mainframe data, along with any transmissions from other officers. The KIA, however, does not auto-upload to the Mainframe. The detective can privately keep data on their device, and must choose to selectively upload data, either to the public Mainframe or to specific users with limited access. If the KIA is broken while containing data only on that native drive, the data is lost.

Particularly since plain-clothed officers cannot regularly check back with HQ without breaking cover, the KIA became crucial for Blade Runners regularly reporting their progress on open cases with superior officers.

VOIGHT-KAMPFF MACHINE

The infamous Voight-Kampff Machine (aka the V-K or the Machine) is a briefcase-sized portable device with many working components, most notably an eye scanner and bellowing air filters. It is designed to administer an Empathy Test, measuring a subject's biometrics and automatic biological responses to questions intended to elicit emotional responses. Consistent negative responses would demonstrate empathy (or the reciprocal concern for another being's feelings and well-being), commonly thought absent in old Replicant models.

During interrogation, the Machine tracks a variety of telltale signals, including dilation of the pupils,

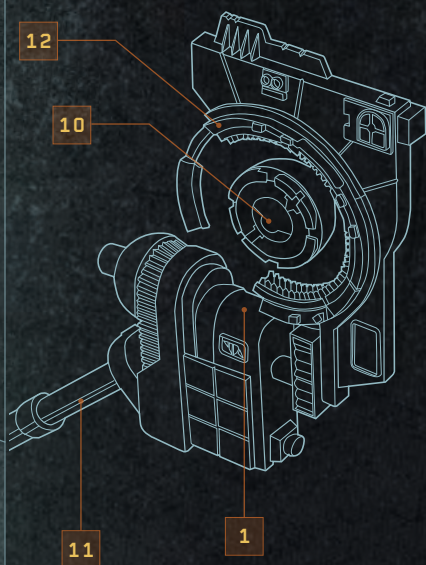
involuntary movement of the iris, capillary dilation in the skin (the so-called blush response), respiration, pulse rate, even body emissions of pheromones and other airborne particles.

As failure resulted in retirement, only Blade Runners were authorized and trained to operate their own finely-tuned V-K machine with uncanny precision. The advanced N-9s have made V-Ks obsolete, but as many N-8s are still at large with ocular implants removed, the V-K is our last line of defense. Over 100 cross-referenced questions are often required for positive identification.

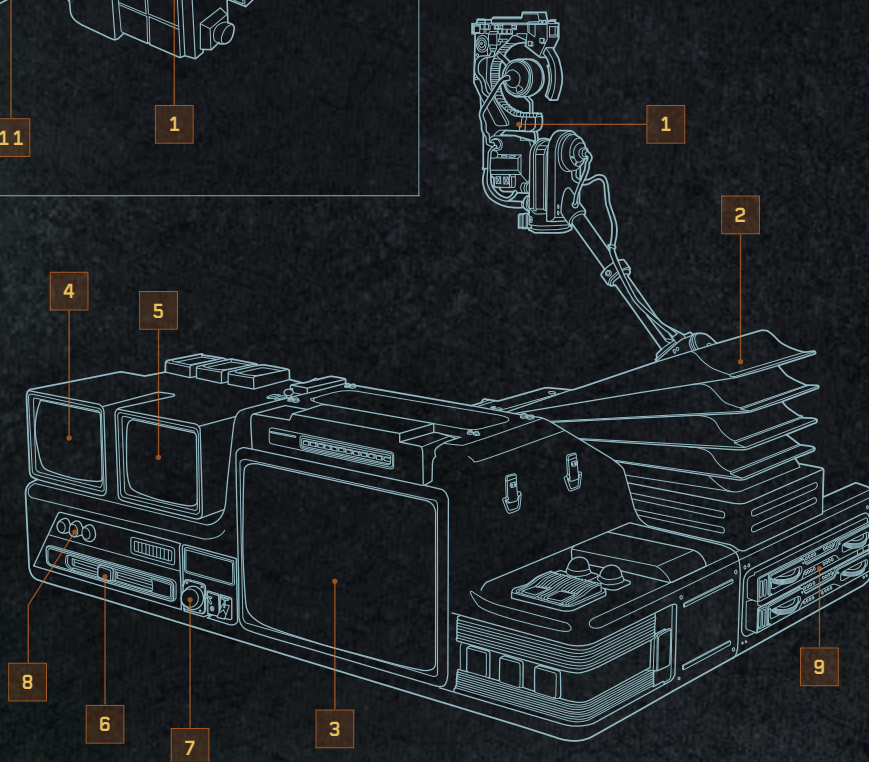
RUNNING AN EMPATHY TEST

Making a test with a Voight-Kampff Machine typically requires a Shift of time. The Blade Runner makes an opposed roll for INSIGHT against the Empathy rating of the subject. Note that the subject only rolls for Empathy, not for any skill, meaning they only get to roll one Base Die. The operator can push the roll normally. If the roll fails, the result is inconclusive. Another operator can test the subject again, but that will take another Shift of time.

VOIGHT-KAMPFF EYE SCANNER



VOIGHT-KAMPFF MACHINE



1 VOCAL RECORDER

2 PNEUMOGRAPH & SPECTROSCOPIC BIOSENSOR

3 VIEWSCREEN

4 EXEGETIC MONITOR

5 AUTONOMIC RESPONSE MONITOR

6 CARDIOVASCULAR CALIBRATION DIALS

7 EXEGETIC CALIBRATION DIALS

8 AUTONOMIC CALIBRATION DIALS

9 SPECTROSCOPIC CALIBRATION DIALS

10 RETINAL SCANNER

11 EXTENDABLE ARM

12 OPTIC CALIBRATION DIAL

BASELINE TEST

A Post-Traumatic Baseline Test (PTBT) measures a wider spectrum of biometrics than the classic V-K test, designed to stress test the mental stability of an N-9 Blade Runner for any emotional or psychological volatility. Where a V-K Test is designed for one-time use, asking a random series of evocative questions to elicit unexpected and involuntary responses, a Baseline Test is designed for continuous use, asking the same questions every time to generate one and only one required result.

Each N-9 has a unique Baseline that never changes, so there are no anomalies. The subject sets their unique Baseline during the first test, then must reproduce this result with absolute precision every time. N-9s are lawfully required to undergo “voluntary” Baseline Testing upon any sanctioned request. Officers must obtain a subpoena if they wish to subject an N-9 to a PTBT, and upon approval, the subpoenaed N-9 is served and must willingly report to RDU HQ for testing.

Failure to appear or a poor PTBT performance may result in retirement, though extenuating circumstances may instead result in temporary probation with a mandatory retake at the discretion of the PTBT operator and/or the N-9's direct report. Particularly for N-9 Blade Runners, their assignment and performance record may merit a rare respite of compassion.

TAKING A BASELINE TEST

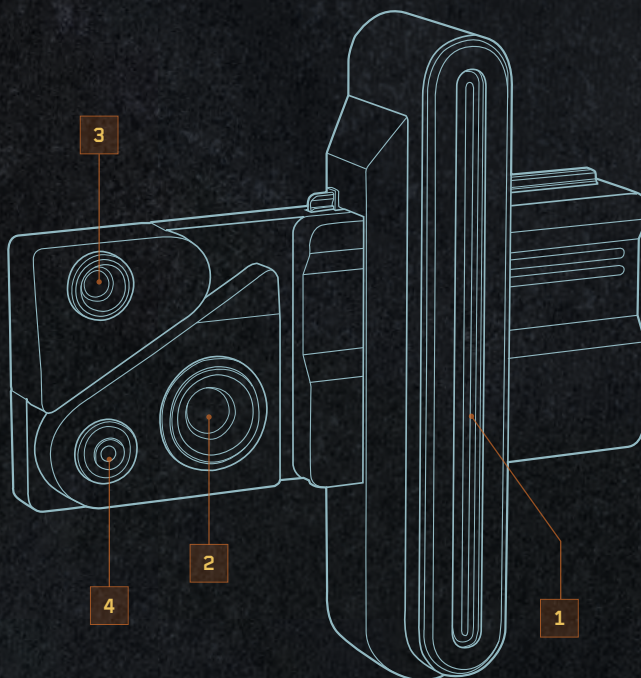
If you are portraying a Replicant Blade Runner, you are typically forced to take a Baseline Test when you hit zero Promotion Points or when you are Broken by stress. The test takes one Shift to complete and does not count as Downtime.

The Baseline Test is a roll for **INSIGHT**, with an advantage if you're at full Resolve and a disadvantage if you are at less than half maximum Resolve. If you succeed, you gain a Promotion Point immediately. If you fail a Baseline Test, you gain a Humanity Point, but you also lose a Promotion Point and suffer a penalty depending on how many subsequent tests you have failed:

- ▣ **FIRST FAILURE:** Verbal warning.
- ▣ **SECOND FAILURE:** Mandatory psych evaluation (or “Recalibration”), which takes another Shift to complete and must take place at the Wallace Corp headquarters or an authorized Memory Lab. A recalibration heals all stress, but also reduces your maximum Resolve by 1 permanently.
- ▣ **THIRD FAILURE:** Immediate retirement.

As soon as you succeed at a Baseline Test, the penalty escalation above is reset, and the next failed test will trigger a warning, etc.

BASELINE TEST MACHINE



- 1 SPECTROSCOPIC BIOSENSOR
- 2 STEREOSCOPIC CAMERA
- 3 AUTONOMIC RESPONSE BIOSENSOR
- 4 EXEGETIC BIOSENSOR

RDU ARMORY

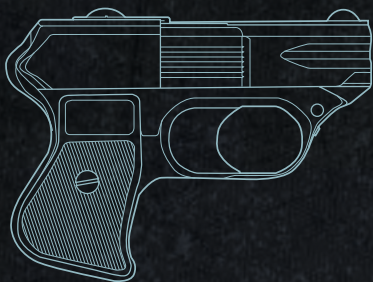
Though not every investigation for this new era of Blade Runner will lead to violence, a detective who cannot pull the trigger and defend themselves is destined for the dirt. Luckily, the RDU Armory has all you need.

The weapon stats listed in this section are explained in Chapter 4 – Combat & Chases. The Cost of a weapon indicates how many Promotion Points or Chinyen Points you need to spend to acquire it, in addition to a CONNECTIONS roll. See Chapter 7 – Working the Case for more on requesting RDU gear.

PISTOLS & RIFLES

Though the PD-K is the ever-present standard, at times Blade Runners carry more than one blaster. Though some prefer shotguns, the most common back-up is a tiny four-barreled subcompact pistol, which packs a punch with two .357 round barrels firing at once. When the shit hits the fan, Special Ops can come running with long-range rifles packing heavy caliber heat. Give them a decent enough excuse and Spec Ops may giddily brandish military grade assault rifles and enough fireworks to light up a city block.

.357 SUBCOMPACT



☒ 4-SHOT CAPACITY

☒ REQUIRES OBSERVATION ROLL TO SPOT.

DAMAGE: 1

CRIT DIE: D8

TYPE: Piercing

MIN. RANGE: Engaged

MAX. RANGE: Short

AVAILABILITY: Standard

COST: 1

.357 MAGNUM



DAMAGE: 2

CRIT DIE: D10

TYPE: Piercing

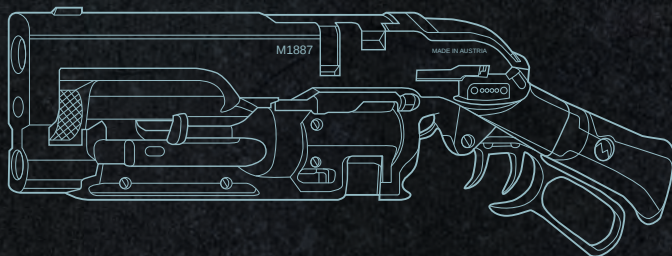
MIN. RANGE: Short

MAX. RANGE: Medium

AVAILABILITY: Standard

COST: 1

PK-D M1887 20 GAUGE



- ☒ LEVER-ACTION ☒ 5+1 ROUND CAPACITY
- ☒ 2-ROUND SONIC CHARGE CARTRIDGE

DAMAGE: 3

CRIT DIE: D10

TYPE: Piercing

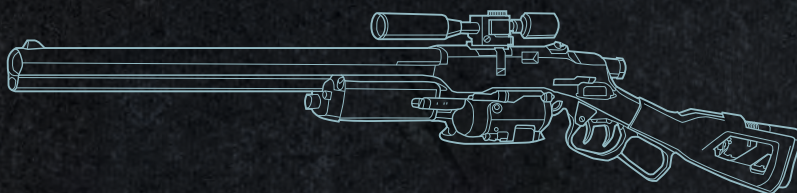
MIN. RANGE: Short

MAX. RANGE: Medium

AVAILABILITY: Standard

COST: 2

ENDER SCOPE RIFLE



- ☒ LEVER-ACTION ☒ 5+1 ROUND .50 MAGAZINE
- ☒ DOUBLE-SET FRONT HAIR TRIGGER
- ☒ DETACHABLE SILENCER (OPTIONAL)

DAMAGE: 2

CRIT DIE: D12

TYPE: Piercing

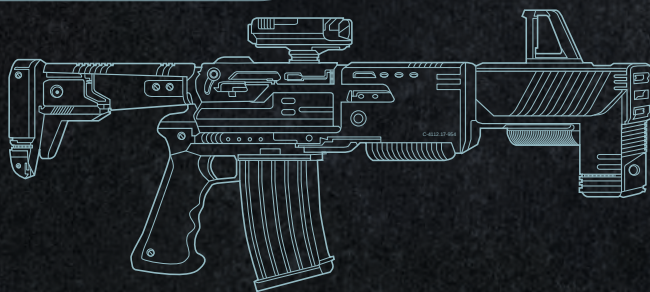
MIN. RANGE: Medium

MAX. RANGE: Extreme

AVAILABILITY: Premium

COST: 2

ENDER ASSAULT RIFLE



- ☒ 30 ROUND MAGAZINE ☒ 1-6x24 RED DOT SCOPE
- ☒ DETACHABLE SILENCER (OPTIONAL)
- ☒ CAPABLE OF FULLY AUTOMATIC FIRE (PAGE 070).

DAMAGE: 2

CRIT DIE: D10

TYPE: Piercing

MIN. RANGE: Medium

MAX. RANGE: Long

AVAILABILITY: Premium

COST: 3

BLACK MARKET WEAPONS

Blade Runners can visit the Armory at the LAPD Tower and request RDU weapons and gear. Even still, every request is monitored, logged in your personnel file, and must be approved first. You're not going to impulsively walk off with an Ender Rifle or a duffel bag of

grenades without the Chief asking why. Any off-the-books work may require a visit to Hawker's Circle or Runner's Surplus, where you'll need to spend Chinyen Points instead of Promotion Points. See page 204 for more on how to make private purchases.

P K - D 5 2 2 3 B L A S T E R

The standard handgun for every Blade Runner is the Series D 5223 ("Detective Special") model of the Pflager-Katsumata blaster. PK-D for short. Only Blade Runners are allowed to carry these versatile, powerful pistols.

DOUBLE-SET TRIGGER: Back trigger can be used as normal trigger. By pulling the front trigger, the back trigger is now set as a hair trigger for precision target shooting, used when aiming carefully (page 069).

AMMO: Five-shot cylinder with five .44 10mm caseless rounds.

LONG-RANGE BARREL: Single-shot bolt-action barrel, which can house and fire one .222 cartridge at a

time for long-range targeting. Fitting or removing this barrel counts as an action in combat.

SONIC ROUNDS: Rechargeable cartridge for non-lethal sonic rounds, which temporarily stun and incapacitate the target. The sonic cartridge must be activated by a switch on the right side of the housing unit (no action). If the rear LED is not lit, the sonic cartridge is not primed and will not discharge rounds. If both rear and front LEDs are lit, all sonic cartridge cells are primed.

MUZZLE BLAST: When fired, the muzzle emits an audibly distinct blast, serving as a public alarm to facilitate crowd control when Blade Runners are forced to open fire in civilian areas. Most know the PK-D blast by heart and reflexively seek cover when blasts are heard.





PFLAGER KATSUMATA – SERIES D 5223 BLASTER (“PK-D”)

WEAPON	DAMAGE	CRIT DIE	TYPE	MIN. RANGE	MAX. RANGE	AVAILABILITY	COST
PK-D 5223 Blaster	—	—	—	—	—	Standard	1
.44 Caseless	2	D12	Piercing	Short	Medium	—	—
Sonic Round	1	D6	Crushing	Short	Medium	—	—
.222 Rifle Round	2	D10	Piercing	Medium	Long	—	—

P K - D F K M 8 9 0

The latest PK-D model has been designed with the new RDU mandate in mind, with its internal, rechargeable cartridge that fires lethal and non-lethal sonic rounds. Though some Blade Runners prefer the classic 5223, many prefer the FKM890 due to its faster rate of fire, long range, increased safety features, and bullish durability.

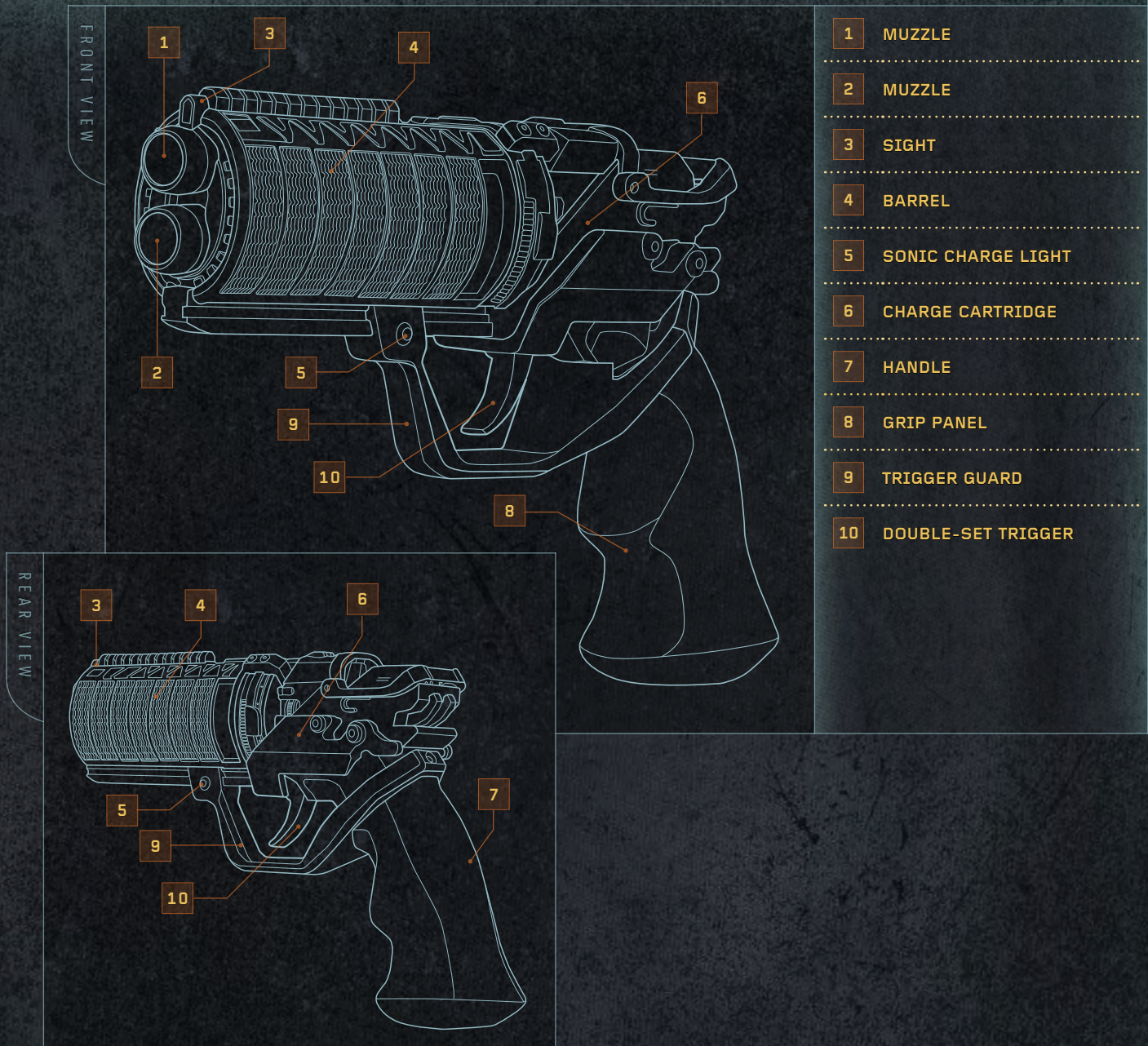
SONIC ROUNDS: Using advanced technology above the standard 5223 model, the FKM890 uses a rechargeable internal battery to prime up to 16 caseless sonic discharges. When the cartridge is exhausted, the battery will immediately recharge to prime more cells. Firing too often will overheat the battery, resulting in slower charging and fewer

discharges over time. If the fingerguard LED is not lit a dull red, sonic rounds will not discharge.

DOUBLE-SET TRIGGER: The FKM890 boasts a two-stage trigger. The first stage is a lighter pull that discharges non-lethal sonic charges. The second stage is a heavier pull, which discharges both barrels at once with a stopping force comparable to a 9mm round.

SEMI-AUTO SONIC FIRE: This hammerless revolver doesn't need to be cocked ready to fire. When the trigger is pulled, the pistol will fire only one charge at a time.





PFLAGER KATSUMATA – SERIES D FKM890 BLASTER

WEAPON	DAMAGE	CRIT DIE	TYPE	MIN. RANGE	MAX. RANGE	AVAILABILITY	COST
PK-D FKM890 Blaster	—	—	—	—	—	Standard	2
Sonic Round	1	D6	Crushing	Short	Long	—	—
Sonic Blast	2	D10	Crushing	Short	Medium	—	—

CLOSE COMBAT

Blade Runners aren't the one-man slaughterhouses they used to be. Sure, Retirement bloodhounds still get bonuses for body counts. However, the LAPD's new marching orders are requiring more non-violent arrests. Barring rare exceptions of self-defense and public safety, no Replicant can be retired without a Retirement Order and the prerequisite due process.

Hence, Blade Runners have been leveling up their close combat and conflict resolution skills with more non-lethal means and methods. However, using police staples like truncheons, tonfa, and bracers is a surefire way to blow your cover, so Blade Runners have a penchant for concealed weapons and common street tricks to defend themselves. Brass knuckles pack a punch, and you'd be surprised how a decent zip-tie cuffs a perpzz in a pinch.

CLOSE COMBAT WEAPONS

WEAPON	DAMAGE	CRIT DIE	TYPE	AVAILABILITY	COST
Unarmed	1	Strength*	Crushing	—	—
Blunt Object**	2	Strength*	Crushing	Incidental	—
Police Truncheon	2	Strength*	Crushing	Standard	1
Folding Knife***	1	D8	Piercing	Incidental	—
Survival Knife	1	D10	Piercing	Standard	1
Brass knuckles***	2	Strength*	Crushing	Standard	1
Pepper spray	1	— ****	—	Standard	1

* The Crit Die for blunt weapons is equal to the Strength of the attacker.

** One use only.

*** Requires OBSERVATION roll to spot.

**** Cannot inflict a critical injury.

PROTECTIVE GEAR & RESTRAINTS

GEAR	ARMOR	EFFECT	AVAILABILITY	COST
Police Heavy Duty Street Gear	B	Disadvantage to wearer's MOBILITY, STEALTH, OBSERVATION, CONNECTIONS, MANIPULATION.	Premium	2
Police Undershirt Armor	C	Disadvantage to wearer's MOBILITY, STEALTH.	Standard	1
Police Multi-Tool Bracer	D	Includes tools and folding knife. Disadvantage to wearer's STEALTH.	Standard	1
Police Shield	—	Disadvantage to close combat and ranged attacks from the front. Disadvantage to wearer's MOBILITY, STEALTH, CONNECTIONS, MANIPULATION.	Standard	2
Zip Ties	—	One action to apply. FORCE roll to break free.	Incidental	—
Standard Handcuffs	—	One action to apply. FORCE roll with disadvantage to break free.	Standard	1

EXPLOSIVES & PROJECTILES

GEAR	BLAST	EFFECT	AVAILABILITY	COST
Grenade	C	Can be thrown up to MEDIUM range. Explosion causes piercing damage.	Premium	1
Explosive	A-C	Cannot be thrown. Explosion causes piercing damage.	Premium	1-4*
Tear Gas Grenade	—	Can be thrown up to MEDIUM range. All in the zone must roll STAMINA (no action) on their turn or lose their action. Lingers D6 Rounds.	Standard	1
Flash-Bang Grenade	—	Can be thrown up to MEDIUM range. All in the zone must roll OBSERVATION (no action) or lose their next turn.	Standard	2
Sonic Grenade	C	Can be thrown up to MEDIUM range. Explosion causes crushing damage.	Premium	2
Sonic Charge	B	Cannot be thrown. Explosion causes crushing damage.	Premium	4

* Cost is 1 for Blast Power C and doubles for each step up.

PROTECTIVE GEAR, PHYSICIANS, & PICK ME UPS

Everybody knows the heavy-duty armor of the beat cops on patrol. Bullet-resistant plating. Multi-tool bracers with comms devices, clocks, and flashlights. Add a shield for instant riot gear. Detectives, however, are plain-clothed officers, so your options are limited if you don't want to break cover. The right outfit might allow a thin protective layer underneath, which might stop a bullet from ruining your day. The effects of body armor are explained on page 071.

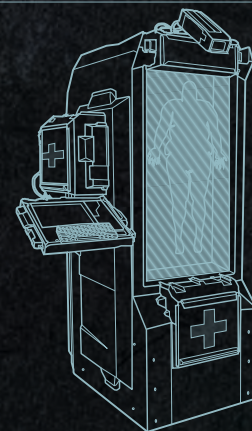
To say that it's a dangerous job is an understatement, so there's no shame in wearing a vest or some armor during a particularly hairy raid. Even still, most cops just toss caution to the wind and tuck a tube of Glue in their pocket. That translucent blue goo is a bioengineered medical

adhesive that seals minor wounds in seconds and rapidly accelerates healing. Every cop has had life and limb saved by that glorious glue at some point.

Glue can't solve all problems, though. Luckily, the RDU provides world-class emergency and regular medical services on the house, and MedCheckers are handy for health scans on the fly. Beyond the bullets, the rigors of the job are physically, mentally, and emotionally draining most days. So don't be shy if you need a quick pick-me-up, may it be a gulp of pills, a slurp of noodles, or a sip from a hip flask, just to clear your head, steel your nerves, or soften the blow. Just don't let that shit get out of hand. Or get in the way of the job.

JUST SAY AAAAAAAH

Push yourself too hard, and if the injuries don't get you, the stress will. Don't forget that Coco and his cohorts at the RDU also provide free medical services that'd rival the University of Los Angeles Medical Center. Though ULA's bedside manner may be better, you'll go bankrupt over the bill. So head straight to the RDU if somebody on the force gets injured, and if it's serious, Dispatch can call an emergency transport. Otherwise, most bazaars offer discount medical services, and if you're in a jam, a MedChecker kiosk can auto-prescribe whatever pill or treatment you need to get through the day.



MEDCHECKER

MEDICAL SERVICES, STIMULANTS, & PHARMACEUTICALS

ITEM	EFFECT	AVAILABILITY	COST
Glue Medical Adhesive	Advantage to MEDICAL AID roll for first aid on Broken individual.	Incidental	—
MedChecker Kiosk	Heals one point of Health and Resolve even if not during Downtime. Only one use per Shift.	Standard	1
Surgeon's Field Kit	Advantage to MEDICAL AID roll to stabilize a lethal critical injury.	Premium	3
Regular Medical Procedure*	MEDICAL AID roll with attribute and skill level B and advantage to stabilize a lethal critical injury.	Premium	3
Emergency Medical Procedure*	MEDICAL AID roll with attribute and skill level A and advantage to stabilize a lethal critical injury.	Rare	6
Instant Fix	Health pill, decontamination pill, and painkiller. Immediately heals a point of Health. Only one use per Shift.	Standard	1
Soviet Happy	Happy pills. Immediately heals one point of Resolve. Only one use per Shift.	Standard	1
Ko-Kuma	Energy drink.	Incidental	—
Beer	—	Incidental	—
Hard Alcohol	—	Incidental	—
Experience	Light Narcotic.	Incidental	—
ZLLSH	Hard Narcotic. No skills rolls can be made for a Shift after use.	Standard	1

* All medical procedures are free if performed by the RDU Medical Services.

TRAINING GROUNDS

Learning how to handle the various weapons at your disposal can take some time and effort. Luckily, taking up nearly an entire floor of the LAPD HQ is the Training Grounds: a world-class training facility the size of a few city blocks and simulating just that. This fully customizable landscape is built to look and feel like you're walking the streets of LA, complete with bustling sidewalks with automaton citizens and unseen Replicant threats around every corner.

These customizable testing grounds are designed to hone a Blade Runner's reaction time, detection instincts, and marksmanship through simulated armed combat and an ever-evolving array of tactical challenges and confrontations. These exercises are also invaluable in optimizing teamwork and communication between squad members, or evaluating and approving officers for field duty.

More than just a tactical simulation, the grounds are often used as a shooting range, testing sites for new tools and weaponry, or a place to reproduce crime scenes or real-world locations for tactical analysis and threat assessment.

For the standard tests and shooting ranges, the Training Grounds track the ongoing performance of any participating officers. These public statistics unavoidably become a point of competition and contention among the more competitive officers and are the source of hotly contested bragging rights.

LEARNING SPECIALTIES: You can learn a new specialty of your choice by spending a Shift at the Training Grounds. This costs 5 Promotion Points.

INTELLIGENCE & TECH

The LAPD offers far more than just weapons and ammunition. Remember, the new mandate is to crack open cases, not coffins. Investigations will require detectives to roll up your sleeves, chase leads, and delve down rabbit holes in order to build a case and collar a perp. Lucky for you, the RDU is equipped with some of the best investigative tools in the city, all private and proprietary to the RDU and readily at your disposal. Using the resources listed in this section typically requires a Shift of time and a successful TECH roll.

ESPER MACHINE

The miraculous Esper is “a high-density Omniview image analyzer.” You don’t know what that means, and you don’t have a clue how it works. Nobody but Esper Corporation does, the megacorp who owns the patent and manufactures all Esper terminals for the LAPD and other agencies as a government contractor. All you know is that it can change the point-of-view of any image captured by a compatible device. With a simple voice command, Espers can pan and zoom within that recorded image’s three-dimensional space, enhance the tiniest detail in high resolution, even maneuver around obstructions and reveal new information not seen in the original image.

Esper terminals range in size and functionality. The smallest (relatively the size of a TV set) can only provide Omniview analysis on one image at a time. Every Blade Runner has one of these magic boxes at home. The biggest Esper terminal by far is the Esper Wall, owned and exclusively accessed by the LAPD. This wall-sized supercomputer located at RDU HQ is capable of impossible computational powers, processing endless amounts of data across innumerable sources and feeds. More than a mere image analyzer, the Esper Wall is the nervous system of the Esper Network (EN), the ever-watchful surveillance network constantly recording video through the city’s countless Esper cameras.

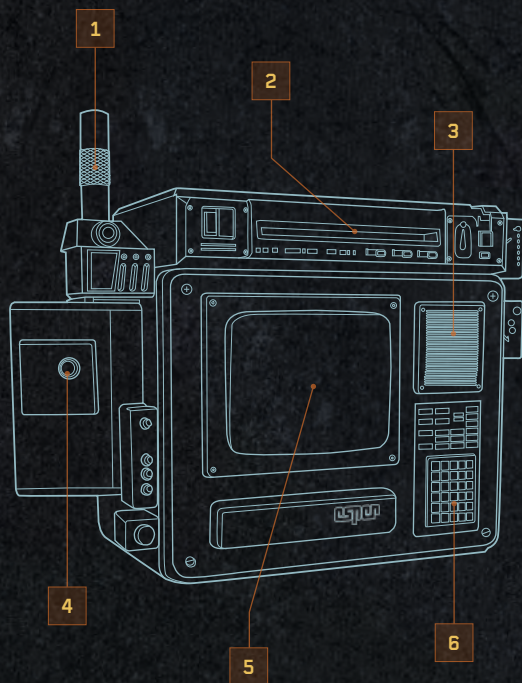
The Esper Machine has versatile uses in casework. Blade Runners may capture Esper footage of a crime scene to thoroughly investigate then or later. You can also input confiscated imagery/video and enhance for evidence. You’d be surprised how many traffickers, drones, security cameras, and other Esper-enabled devices are recording much of the city from multiple angles, all from which Espers can mine for evidence if you can secure the footage.

If all else fails, you can check the Esper Network to see if its many prying eyes saw anything you didn’t. It doesn’t see everything, mind you. It’s got Omnivision, not omniscience or omnipresence. The EN demands too much processing power, so it can only hold about 24 hours of footage before being forced to record over yesterday’s data. The EN also only monitors street-level activity for the most heavily trafficked Sectors, as megacorps and suits prefer to pay for their own security and discreet solutions. Plus, the best back-alley dealers among crooks and megacorps alike know how to keep out of sight.

As there is much outside Esper’s purview, the EN is about as useful as any other closed-circuit security camera network. Just because the EN sees something, it doesn’t mean anybody notices. If you know exactly what, where, and when you’re looking for, it can be vital for surveillance, crime scene investigation, even tracking fugitives. And since the EN is datalinked to the LAPD Mainframe, you can cross-reference on face-prints and select other data in the case archives.

Much like the Mainframe, only Blade Runners and other authorized LAPD personnel can access Esper terminals. Operators can make Wall inquiries and the supercomputer will deliver a report after the required processing time. Make too vague an inquiry, and you’ll retire before results come back.

ESPER MACHINE



1 TRANSMITTER

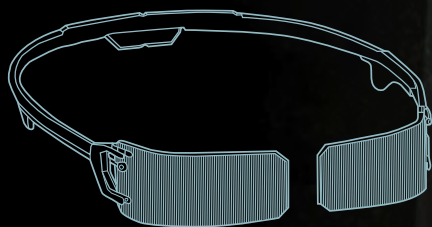
2 PHOTO/CD-ROM INPUT DRIVE AND PRINTER

3 VOICE COMMAND RECEIVER

4 INPUT SOCKET PANEL

5 SCREEN

6 COOLING SYSTEM



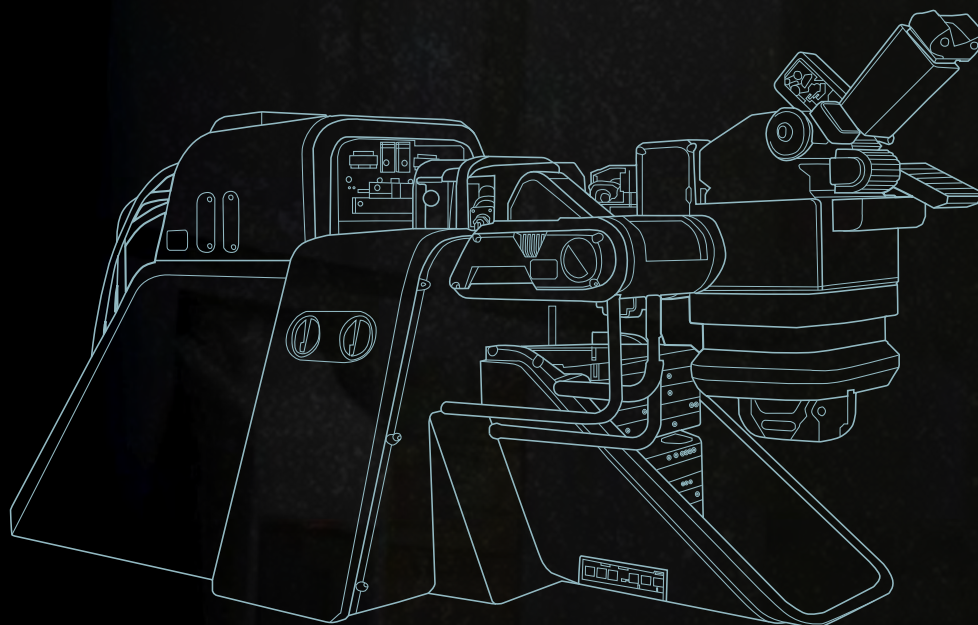
ESPER LENS

Though you're likely never going to see one around the RDU, you have seen the top brass and some megacorp execs use a brand-new ocular interface that wirelessly projects data from an Esper terminal straight to a translucent Esper Lens worn by the user.

LAPD DENABASE

While the Mainframe maintains case and criminal files, the Denabase is an EMP-proof archive that stores miniaturized hard files on all registered LA civilians. Akin to archaic microfiche, the Denabase can magnify each person's file sorted by their DNA ID code. Entries go back decades, and (due to Blackout data corruption) often contain the

only pre-2020 records, though some files are incomplete. The data is too dense for humans to review without the terminal, but Replicants can "run it raw" and search DNA code manually for faster results. The Denabase is regularly updated as a security measure, and some prefer its discretion of researching records off the Mainframe's radar.



LAPD MAINFRAME

A vast archive of criminal intelligence containing detailed dossiers on all recorded persons of interest, entities, and crimes (accused and convicted) from all past and current case files. All relevant case evidence, forensic analysis, court proceedings, testimonies, and more. Even directories for registered citizens, locations, and places of business.

Mountains of metadata tagged, indexed, and cross-referenced with care. You can make updates or inquiries via the massive RDU HQ Mainframe terminal or any linked KIA. Note that Mainframe inquiries are logged, though only your supervising officer assigned to your case can access the log.



THE CRIME LAB

Many investigations begin and end with a cotton swab or corpse on a cold slab, and this is where those happen. Due to the complexities and confidentiality of the work, the RDU maintains its own crime lab, morgue, and medical services unit – all equipped with advanced technologies leagues above LAPD standards and staffed by world-class physicians and forensic pathologists beyond the standard crime lab's wildest dreams. Most notably, the keen and cold eyes of Coco, the RDU's King of the Crime Lab and Chief Medical Examiner-Coroner.

This is where the magic happens. This is also where most of the annual budget goes. The RDU Crime Lab is one of the most advanced forensics labs in the system, attracting the brightest minds from academia and the tech industry to play in a UN-sanctioned sandbox with the shiniest toys and bleeding-edge tech.

This world-renowned think tank is at your disposal, boasting an army of insatiably curious minds that dive down every rabbit hole, obsess over every detail, and inexhaustibly collect, analyze, and deliver physical, medical, and digital evidence that identifies leads, proves theories, and closes cases more than you care to admit.

A vital part of any investigation, Coco and his team offer 24/7 support to perform forensic studies, on-site crime scene analysis and trace evidence scans, and postmortem autopsies; helping detectives to collect/assess evidence and ascertain the cause, manner, and circumstances of any natural, sudden, violent, or unusual deaths. The Crime Lab is available for a wide range of lab work, including chemistry, pathology, serology, ballistics, criminology, microbiology, toxicology, morphology, DNA analysis, photography, videography, scientific research, hazardous materials, and trace evidence. They also provide specialized medical services to injured officers or maintenance repairs for N-9 officers or humans with synthetic augmentations.

The know-how of any Crime Lab technician boggles the mind. Better to assume they can do it than the opposite. Even if it defies the laws of nature, you'd be shocked by the miracles they make happen. Some lab analysts even serve as field operatives, particularly for crime scene investigations and cases where forensic science is central to the casework.

Coco and the crime lab team are antisocial workaholics, so you can find them tinkering or experimenting on something or someone at any given time of day or night. While they don't make the greatest company, it's worth noting that the crime lab is also the home of Biscuits, the unofficial office cat of the RDU. So the story goes, the animoid calico cat was submitted as evidence as the sole synthetic witness to a crime. One day someone in the crime lab unwisely let her out of her evidence locker, and Biscuits has been running free in the RDU halls ever since. Years later, not even the most seasoned Blade Runner has managed to catch her. Taking a shining to the equally aloof Chief Coroner, Biscuits and Coco are often found brooding side-by-side in the late hours.



SYNTHETIC SUPPORT

Replicants are the center of attention in the city, but they're not the only synthetics in town. Remember, the Prohibition stopped Replicants, not progress.

Many innovators have since carved their niche in the synthetic workforce industry, developing competing synthetic solutions for the armed forces, academic research, deep space probing, and more. Some are legitimate off-world manufacturers like Rosen Association, Smithsonian, and Sudermann with their own patents sanctioned by the UN. Others are mere counterfeit salesmen selling "skins" on the black market.

Also competing in the synthetics race is a growing number of Syncers, humans receiving synthetic augmentations for a competitive edge. Older generations frown upon augs, but younger Specials don't possess the same aversion to synthetics as those who endured the Blackout and Human Supremacy Riots.

The animoid industry continues to grow as well. Still too costly for common society, animoids are mostly novelties for the rich and entertainment. Yet kids still cherish strolls down Animoid Row to ogle at the exotic animoids, and most have visited an animoid cafe to savor the warmth of a purring cat on their lap.

By sheer number alone, the most numerous synthetic sect is the automatons. Though rarely public-facing, the ubiquitous Autos now handle most of the roles once held by blue-collar workers. Automated workers have increased the bottom line for most businesses, but with Autos and Reps now assigned the most jobs, it's also increased the unemployment rate among lower-floor Specials failing to compete and find work.

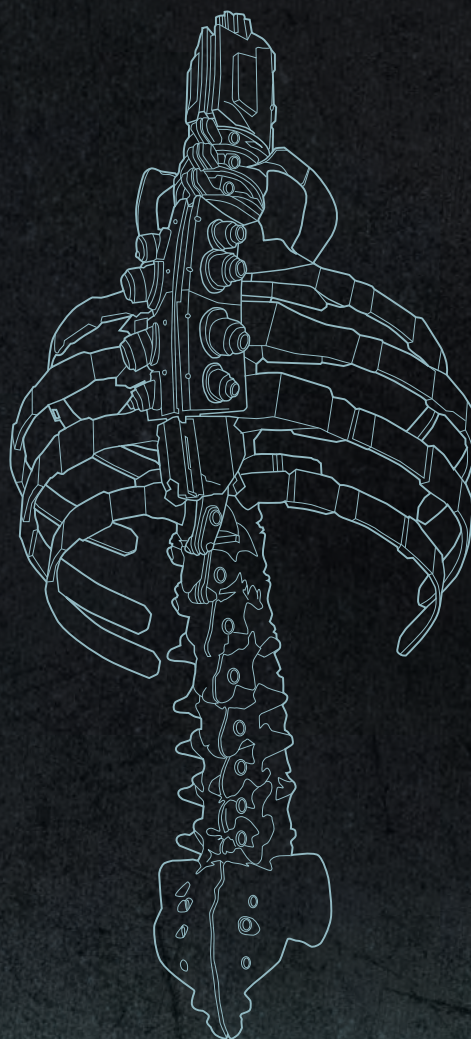
Yet among all the synthetic technologies, the most pervasive by far has been Wallace Corporation's second-most popular product: the digital companion.

ANIMOIDS

As dogs became endangered species, synthetics picked up the slack with animoid replacements for the equally endangered K-9 police units. There is now a small unit that deals solely with animoid services & control, who can assist detectives using a small pack of LAPD-owned and trained animoids purpose-built to aid investigation. Mostly dogs, due to their size, strength, and speed.

Though synthetic, animoids aren't Reps. So no, there aren't talking dogs around the office. Matching wits with a Nexus-1 or basic automaton, animoids are only able to follow simple vocal or gesture commands, though some handlers elect to undergo synthetic augmentations to thought-sync for deeper connections and animoid control, even with harder to manage breeds like cats, rats, and birds used for recon on rare occasions. Cats are especially rough to wrangle, though. Hard to say if the bioengineers missed the mark or hit the bullseye, but there's a distinct independence among those furballs that only handlers with true talent and patience can tame.

As few animals (organic or animoid) are seen in the city, animoids call attention to themselves. So much like the old K-9 squads, they're mostly used for crowd control or search & seizure runs using their heightened speed and senses.



SYNTHETIC SPINE

SYNTHETIC AUGMENTATIONS

Technically, both humans and Replicants may undergo synthetic augmentation – surgical implants that permanently enhance natural physical and mental abilities. Realistically, “aug” are ungodly expensive and require dicey medical procedures, intensive post-op healing, and ongoing upkeep. Not to mention the risks of glitching or outdated tech. Getting tune ups are tricky when it’s grafted into your spine.

Beyond the colossal risk, augs are also culturally frowned upon by humans and Reps alike. As anti-Nexus prejudices fester, many humans covet their organic bodies like some VIP pass to a better life. Reps are also precious about their simulated humanity, if only to better blend into a crowd.

Only the super-rich, reckless, or royally screwed even consider augs an option, so it’s rare for someone you know to get one. Even still, officers with severe field injuries may apply for prosthetics to continue their duties, so you may see one or two on the force. The Chief himself included.

CHOP SHOPS: LA is the hub of the synthetics industry, so you’ll find more specialists here than anywhere else. There are many legitimate “upgrade centers” for every taste and wage bracket. And even more semi-legal “beauty salons”

or “skin doctors” in shadier Sectors. These shops traffic in used and off-market goods, catering mostly to Reps or humans seeking maintenance or upgrades on the cheap. Many salons are run by moonlighting bioengineers with heavy consciences and exclusively service Nexuses. Reps in need, even fugitives, often seek out these Sympathizers long suspected of aiding Reps with emergency repairs, illegal upgrades, even new appearances, and work assignments at low/no cost.

Forced to keep off the radar, skin docs chiefly stock their tools and components from the network of illegal chop shops trafficking stolen and salvaged Replicant parts. Though they’re a growing threat and priority target for Vice, scavengers are a necessary evil for the salons showing mercy to Reps with no cash and no place to turn.

INSTALLATION: Installing a synthetic upgrade requires surgery that will typically take a Shift to complete and make you Broken by damage. The doctor performing the surgery rolls for MEDICAL AID, with an advantage for advanced medical equipment found only in premium clinics. If the roll fails, the aug won’t work and you suffer an appropriate critical injury from the list for piercing damage (page 073). You might even die on the operating table.

SYNTHETIC AUGMENTATIONS

DEVICE	EFFECT	AVAILABILITY	COST
Altered Appearance	Anything from common plastic surgery to making the patient unrecognizable, including age changes.	Premium	4–10
Biometric Reader	Enables proximity and touch personal identification.	Premium	6
Ocular Implant	Advantage to OBSERVATION in darkness, KIA uplink.	Premium	8
Cochlear Implants	Augments natural hearing capabilities. Advantage to OBSERVATION when listening.	Premium	8
Medical Implant	Removes the permanent effect of a critical injury.	Rare	6–10
Prosthetic Arm	Stronger bones and muscles. Advantage to FORCE when using arm strength, base Damage 2 for unarmed attacks.	Rare	10
Prosthetic Leg	Stronger bones and muscles. Advantage to MOBILITY when using running or jumping.	Rare	10
Synaptic Implants	Augments synaptic reflexes from spinal cord. Draw an extra initiative card at the start of combat and choose which to use.	Rare	12

DIGITAL COMPANIONS

Virtual assistants were once ever-present in the office. An early adopter of artificial intelligence, the LAPD has been using AI-powered tools and virtual assistants for nearly a decade now. They were unreliable at first, but AIs were steadily integrated into every facet of casework. Their AI tech was, however, growing stale, so when Wallace Corp introduced a service model for their radically advanced digital companion (DiJi) interface, it was an easy sell and one huge update to the outdated AI rooted in the LAPD's infrastructure.

While some have gripes against Wallace behind closed doors, none dare deny the astounding capabilities

of their new, emanated coworkers. The LAPD DiJis are purpose-built to dutifully serve the needs of the Precinct. They maintain many key roles once held by humans, most notably the encrypted switchboard and dispatch comms channels only used by the LAPD. Seasoned DiJis also commonly serve entire divisions as support staff, shadow new recruits for training purposes, and N-9s are encouraged to request their own DiJi home unit for regular companionship, emotional grounding, and psychological counseling.

THE PERFECT ILLUSION

A DiJi is an emanation, a hologram created by proprietary Wallace Corp technology. Emanators project an ultrasonic image with real-time rendering and haptic feedback to recreate a fully interactive 3D digital person with a physical sense of density and volume.

CORPOREAL FORM: DiJis are weightless projections lacking a corporeal form, so they cannot touch real objects or people. However, they can emulate the sensation of touch through static electricity and haptic feedback. Emanations can also control their opacity. They always appear slightly translucent, but they can increase or decrease the translucence of their projection at will.

APPEARANCE: DiJis normally take idealized human forms of beauty. Yet as beauty is subjective, DiJis can be preset to any sex, gender, and body type. DiJis may only

project themselves as adults, but DiJis can also simulate natural age progression and visually grow older if the user so chooses. Once these presets are determined, they cannot be changed. After that, only cosmetic personalizations like hair style and clothing are available. DiJis can “rolodex” through endless options at will, changing their cosmetic appearance to suit any need or desire in an instant.

MOBILITY: The base DiJi model is only projected from static consoles installed in the ceilings and walls of the user's home. The system 3D maps the environment and projects the Emanation within the space at all times, emulating the same lighting and environmental effects as any other physical object in that space. If it is warm, they will sweat. If wind blows, their hair and clothes will rustle in the same breeze. They even cast shadows, all to seamlessly create the perfect simulation of sharing a space with a real companion.

THE PERFECT PARTNER

Upon request, the RDU may temporarily assign a DiJi to a case. Though no substitute for a real Blade Runner, DiJis offer many strategic advantages in casework: research, communications, technical analysis, even tactical planning. As DiJis are tethered to their ceiling-mounted projectors, they're mostly used for clerical work – providing a wealth of information with direct datalinks to the LAPD Mainframe and the WDN. DiJis may also function as a public WDN comms device and a private LAPD two-way channel between team members on the same network.

Even when not emanating, an assigned DiJi is always active at their emanator – freely listening, observing, and available to contribute however requested. This ever-present ear made some

question what access DiJis may knowingly or unknowingly grant Wallace Corp, but WC claims they retain zero access or oversight. No way to truly prove it, though.

Even so, DiJis have naturally ingratiated themselves into the LAPD as amicable office mates that actively participate in all facets of casework. In true DiJi fashion, LAPD DiJis also emulate their users and adapt to their needs and personalities – progressively reflecting the same viewpoints, behaviors, even ethics as their corporeal partner. So don't be surprised to find a hardboiled DiJi just as crotchety or quirky as their human partner. And just as doggedly loyal and defensive of their human partner as any other badge with a bone to pick.

A woman with short dark hair, wearing a blue long-sleeved dress, stands with her arms crossed in front of a chain-link fence. The scene is at night, illuminated by a bright, warm light source from above, possibly a streetlight, which creates a lens flare and casts a glow on the fence and the woman. The background is dark, and the fence is a prominent feature.

ASSET: DISPATCH

EXPERTISE: RDU communications

Need help? Just call Dispatch, the seasoned DiJi manning the RDU switchboard. Being the sole conduit for all internal comms and hosting multiple conversations in tandem at all times, Dispatch knows the ins and outs of the LAPD better than anyone and she's always there to answer your call. Need drone surveillance to track a fugitive on the run? An APB on a missing person? Special Ops support on a hostage situation? Emergency care and transport for an officer down? For situations dire or humdrum, Dispatch can come to the rescue – or at least patch you through to somebody who can.



DETECTIVE SPECIAL SPINNER

Owning a ground vehicle is a rare enough privilege, so using a Spinner on a regular basis is a luxury. True, HQ tracks every turn and pit stop, so it's not exactly a vacation rental. Even still, the versatility and sheer mobility of your Spinner is the most vital tool to any investigation. Your ticket to anywhere in the city. And by far the best perk of this job. Being able to purge from those streets and savor a sweet moment of true separation and silence from the insanity 1,000 feet below, might as well be your passport to heaven.

Be warned, there are only so many Spinners in the RDU garage, some more buttered or battered than others. Yet even the oldest models far out-squeeze most lemons out

there today. In fact, the fierce engine under your hood can give even speedsters a good race. And should case or chase lead you skyward, those aerodyne turbines let you vertically lift-off in seconds and cruise among the clouds at speeds that make you grateful for g-force training.

Most cops only access the standard LAPD Spinner, garishly fashioned with blinding spot beams, blaring sirens, and bold blues and whites to visually arrest on sight. Only Blade Runners enjoy the sleek Detective Special (DS) model, an unmarked cruiser designed for covert investigations. The envy of every officer that even seasoned badges struggle to ID on the street.



LAPD SPINNER – DETECTIVE SPECIAL MODEL 294-02

LENGTH: 4.62 meters

SPEED: 120 km/h (average) | 250 km/h (top)

PASSENGERS: 2

MANEUVERABILITY: B

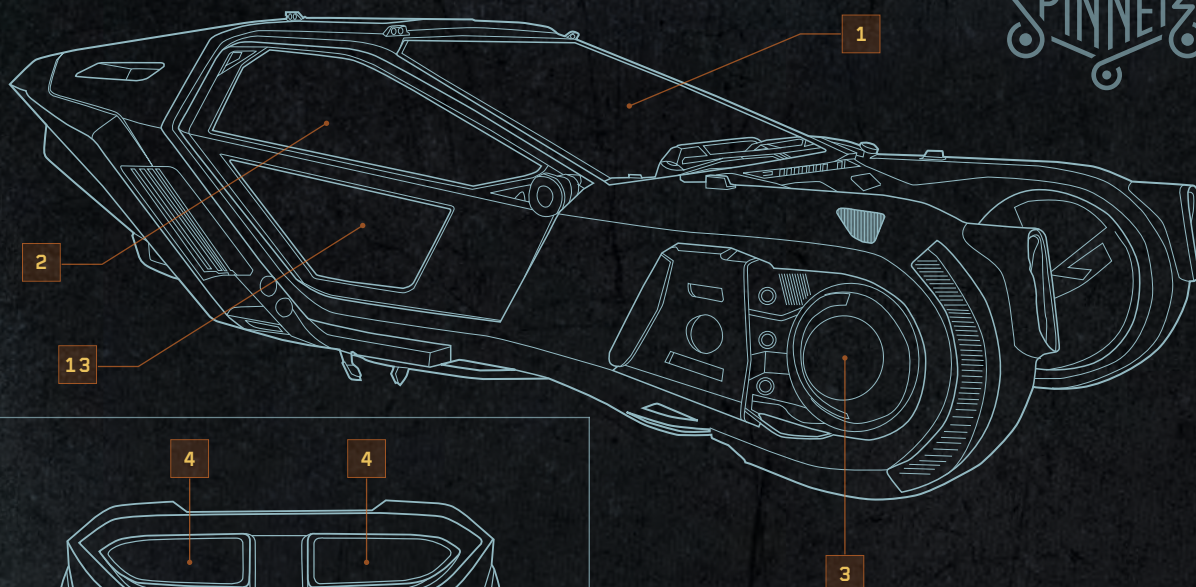
HULL: 4

ARMOR: C

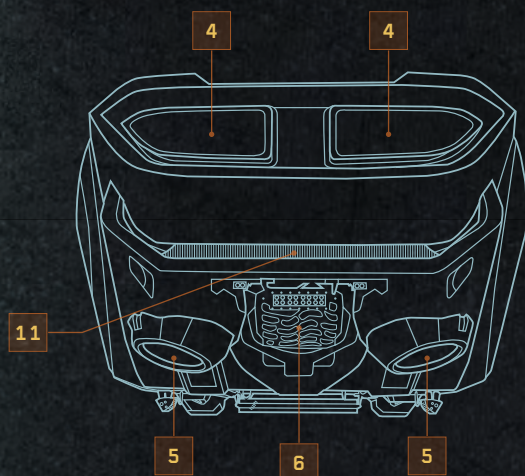
LAPD SPINNER - DETECTIVE SPECIAL MODEL 294-02



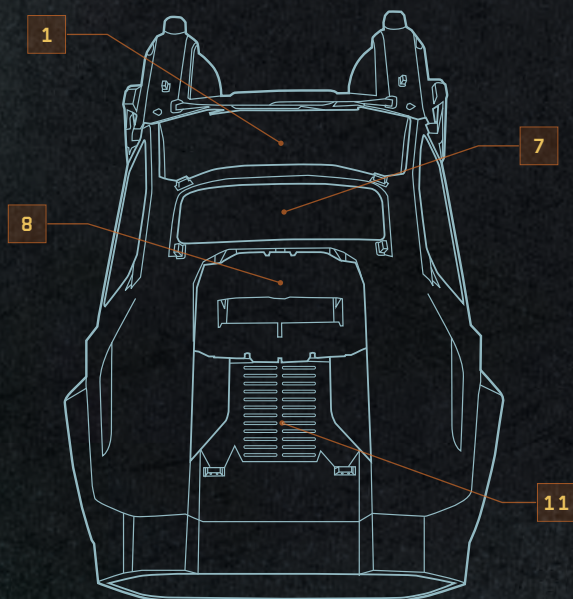
SIDE VIEW



BACK VIEW



TOP VIEW



STANDARD FEATURES:

Three engines: conventional combustion engine, vector jet propulsion, and the patented Spinner aerodyne turbines with internal coolant system for vertical lift-off and hover.

Wheel retraction and deployment for dual land and aerial utility assisted by a sophisticated battery-powered hydraulic and scissor-action closure system for the pod covers.

Transparent undercarriage shield for 360° flight visibility.

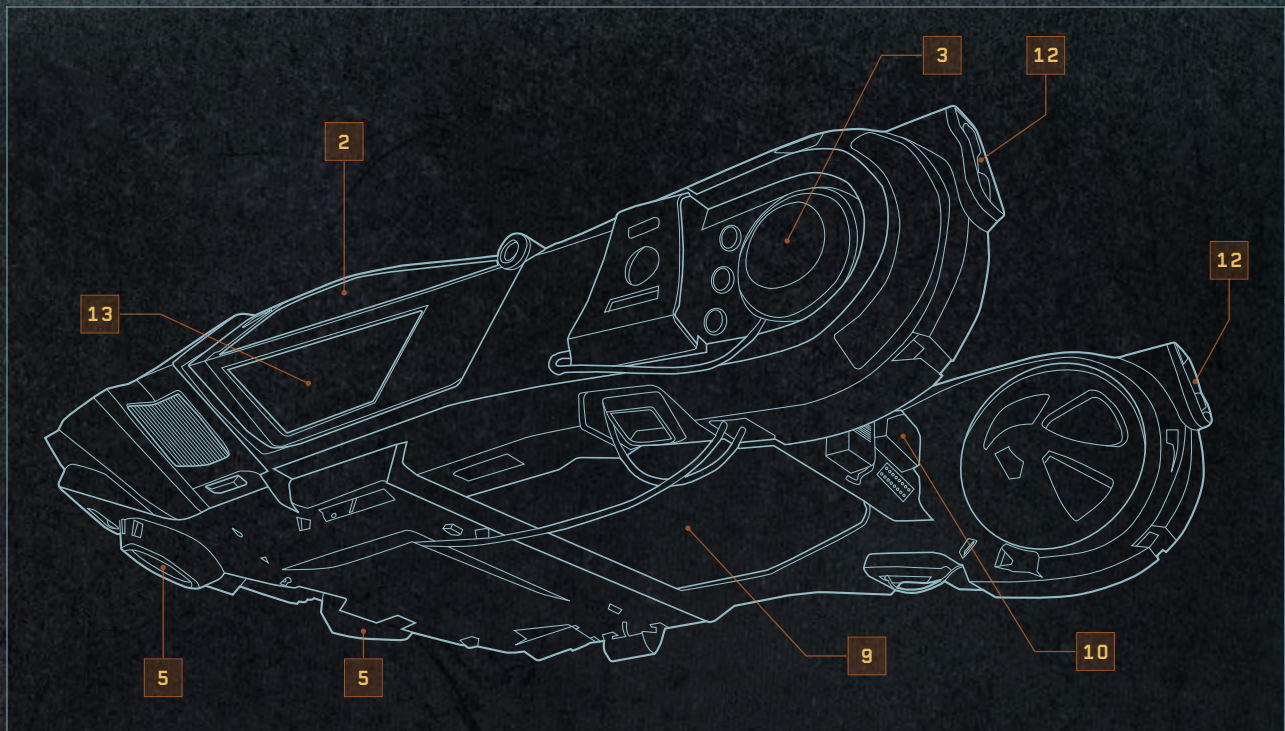
Scissor door system with hydraulic door panels with exegetic keyless entry.

Center instrument cluster panel with voice-print interface and touchscreen displays. On-board HUD unit projects dash read-outs on interior windshield with auto-distortion correction.

Double fuel cells and autopilot for long flights.

Vinyl seats and stain-resistant interior.

VIEW FROM UNDER



- 1 BULLET-RESISTENT WINDSHIELD
- 2 BULLET-RESISTENT SIDE WINDOWS
- 3 FRONT WHEEL RETRACTION AND DEPLOYMENT
- 4 VECTOR JET PROPULSION
- 5 SPINNER AERODYNE TURBINES
- 6 REAR WHEEL RETRACTION AND DEPLOYMENT
- 7 TRANSPARENT TOP SHIELD
- 8 TACTICAL ARTILLERY MOUNT (OPTIONAL)
- 9 TRANSPARENT UNDERCARRIAGE SHIELD
- 10 ESER 360° CAMERA
- 11 FLARE/CHAFF COUNTERMEASURE SYSTEMS
- 12 FLOOD LAMPS
- 13 HYDRAULIC SCISSOR DOOR SYSTEM

DETECTIVE SPECIAL AMENITIES:

LAPD-exclusive tech package: restricted biolock access to authorized operators only, GPS tracker, interior bioscanner panel, and encrypted uplink to LAPD Mainframe and private LAPD comms network.

Full law enforcement package, including sirens and Esper 360° camera array for Omnivision-enabled image/video capture and exegetic bioscans.

Head, rear, undercarriage, and flood lamps with anti-reflection spot beams.

State-of-the-art tactical defense armaments with bullet-resistant armor plating and a flare/chaff countermeasure system.

Optional tactical armaments include twin mounted .50 caliber heavy machineguns. Fixed ceiling mount or retractable undercarriage mount options, both offering full track mobility with 180° vertical, 360° lateral targeting control.

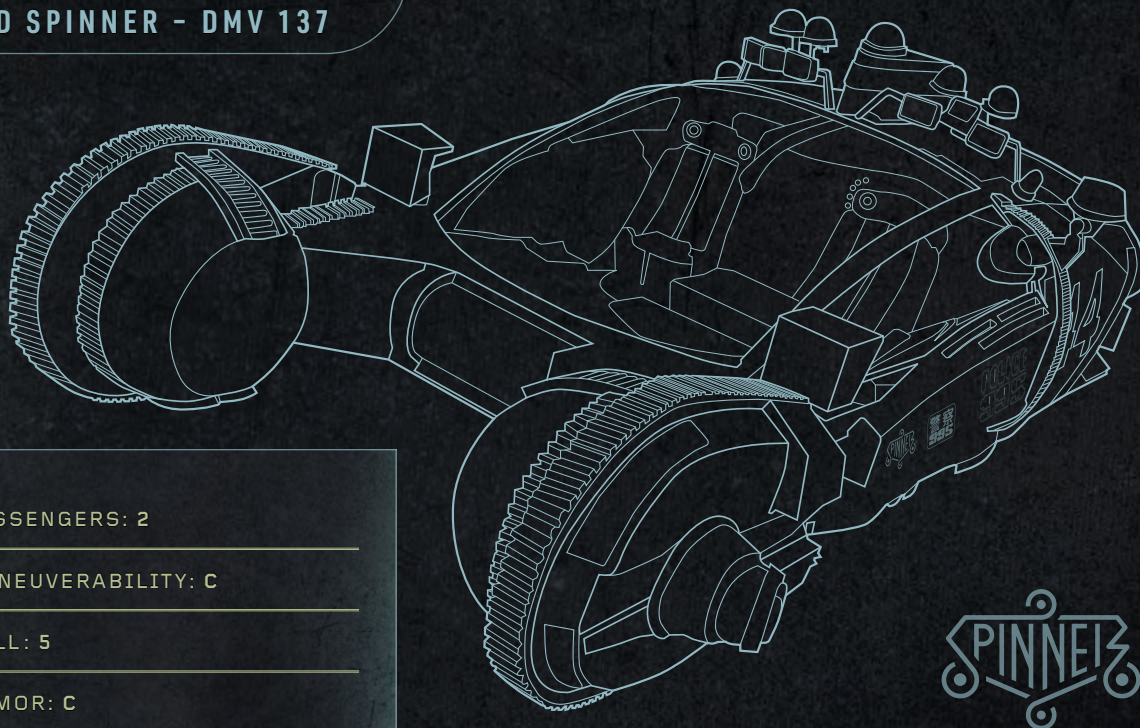
Full anonymity with matte black chassis and no identifiable precinct badges, sirens, or detailing.

OTHER SPINNER TYPES

If it was just you, your unmarked DS Spinner would be all you need. Unfortunately, it's not just you. It rarely is. Depending on the case and shenanigans, you may join task forces that need a larger Squad Transport to keep the team together. If you join a Spec Ops raid or joint operation with many boots on the ground, you may hop and drop from a massive Troop Carrier. If you need to get somewhere fast or perform some surveillance unseen, those sexy new Spinner Cycles do the trick. And while

the DS is your preferred ride, every other Blade Runner feels the same. So you may step inside one of the standard blue & white cruisers more often than you'd think, if only because there wasn't a DS waiting for you in the garage. That said, there are occasions when you'll want to flash those sirens and make a scene for full effect. Make too many scenes, piss off too many people, or abuse your power with the wrong person watching, and somebody might flash those sirens at you, too.

LAPD SPINNER - DMV 137



PASSENGERS: 2

MANEUVERABILITY: C

HULL: 5

ARMOR: C

STANDARD FEATURES:

Aerodyne turbines for vertical lift-off and hover.

Wheel retraction/deployment for land and aerial utility.

Head, rear, undercarriage, and flood lamps with anti-reflection spot beams.

Esper 360° camera array for Omnivision-enabled image/video capture and exegetic bioscans.

Encrypted LAPD communications terminal.

Mainframe datalink with interior bioscanner panel.

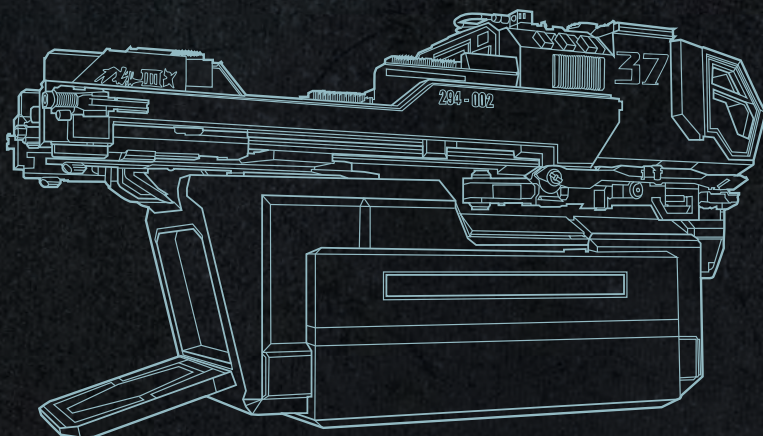
STANDARD ARMAMENTS:

State-of-the-art tactical defense armaments with bullet-resistant armor plating and a flare/chaff countermeasure system.

Twin .50 caliber heavy machinegun (standard on Troop Carrier, optional on all others).

Optional Tactical Missile Launcher (Troop Carrier only).

SPINNER CARRIER



PASSENGERS: 20

MANEUVERABILITY: D

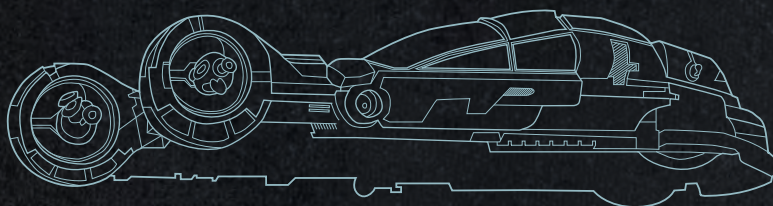
HULL: B

ARMOR: C

AVAILABILITY: Luxury

Cost: 10

SPINNER SQUAD TRANSPORT



PASSENGERS: 6

MANEUVERABILITY: B

HULL: 6

ARMOR: C

AVAILABILITY: Rare

Cost: 6

VEHICLE STATS

VEHICLE	PASSENGERS	MANEUVERABILITY	HULL	ARMOR	AVAILABILITY	COST
Civilian Ground Car	4	C	4	D	Premium	3
Civilian Ground Truck	3	D	8	D	Rare	4

VEHICLE WEAPONS

WEAPON	DAMAGE	CRIT DIE	MIN. RANGE	MAX. RANGE	COMMENT
Autocannon	3	D10	Short	Long	Full auto.
Tactical Missile	6	D12	Long	Extreme	Blast Power B in addition to direct damage.
Flares & Chaff	—	—	—	—	Disadvantage to missile attacks.

SPINNER CYCLE

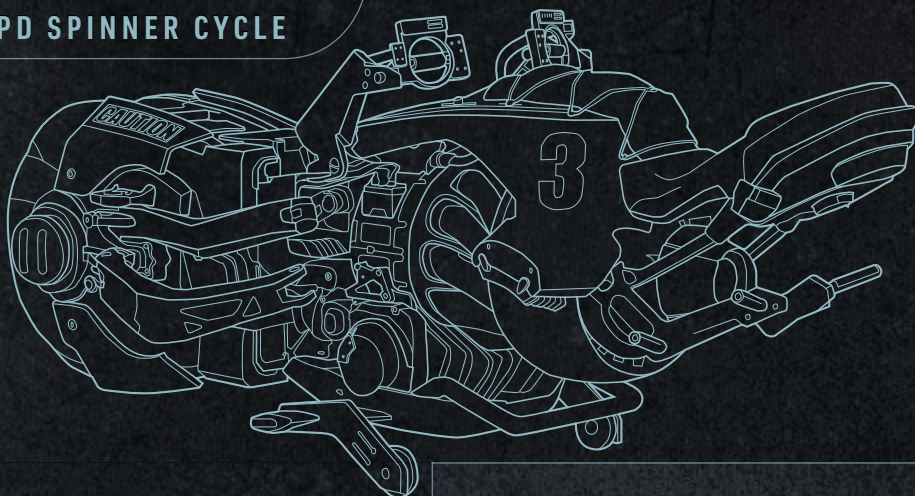
Meet the fastest means of legal air travel for Blade Runners: the Detective Special 08-3 Spinner Cycle. A recent 2032 edition to the RDU's repertoire, the Detective Special is a matte black alternative to the standard blue & white edition. Like the Spinner, the Cycle uses an aerodyne turbine and exhaust ducts for vertical lift-off and landings. Once at a safe altitude, the aerodyne engine stabilizes the craft, while its turboshaft engine delivers vectored thrust control with high maneuverability. Equipped with only landing gear, the Cycle is not intended for extended ground travel.

Why? Because Cycles are very fast. Even with air traffic control, advanced radar, and assistive safety measures to automatically evade obstructions, the Cycle is made for stealth and speed... two severe hazards in congested, civilian airspace. Thus, only seasoned pilots with rigorous training are cleared to operate them.

As pilots are already exposed to heightened levels of harm, offensive weaponry is not included and aerial assault use is discouraged. Instead, the Cycle is designed for stealth surveillance, intelligence gathering, and close air tactical support. Using an advanced sensor array with infrared Omnivision cameras mounted around the craft, the Cycle provides unmatched short-range and long-range situational awareness with advanced search and track functionality. Sending a clear, integrated picture of the terrain with high-res real-time imagery straight to the helmet's HUD, pilots can safely navigate in low light and the most adverse weather conditions.

Flying fast and undetected, the Cycle is a disruptive stealth tactic to scout hostile targets or territory, share operational surveillance and reconnaissance via datalinked channels, and speedily enter and exit high-threat situations while evading detection and capture.

LAPD SPINNER CYCLE



PASSENGERS: 1

MANEUVERABILITY: A

HULL: 2

ARMOR: —

AVAILABILITY: Rare

COST: 5

LAPD SPINNER CYCLE - DETECTIVE SPECIAL 08-3

LENGTH: 2.45 meters

HORSEPOWER: 450 hp @ 60,000-rpm

TORQUE: ~550 ft/lbs

SPEED: 100 km/h (average) | 295 km/h (top)

STANDARD FEATURES:

- ▣ Front aerodyne turbine for vertical lift-off and hover
- ▣ Rear turboshaft engine for vectored thrust control
- ▣ Undercarriage landing gear and VTOL exhaust ducts
- ▣ 360° camera/sensor array for Omnivision video capture
- ▣ Head, rear, and flood lamps with single spot beam
- ▣ Stealth flight mode via infrared helmet HUD
- ▣ Encrypted LAPD communications terminal

STANDARD ARMAMENTS:

- ▣ Bullet-resistant armor plating

PUBLIC TRANSPORTATION

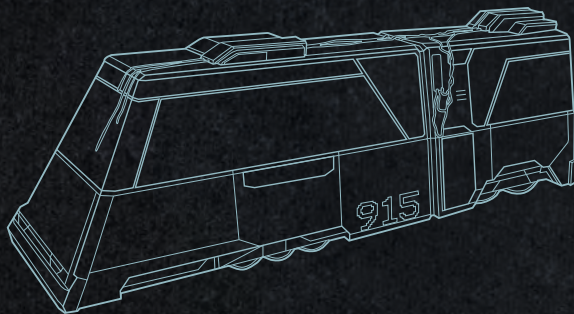
Though Blade Runners are able to use Spinners, that perk is for work only. So whenever you clock out, you walk out into the same streets as everybody else below the 100th floor. Yet even when you're on the job, Blade Runners work in crowds far more than clouds, so, so most of your day is spent like any other LA citizen – relying upon public transit and walking those sidewalks on your own two feet.

METROKAB: With fossil fuels being prohibitively pricey, there are few personal automobiles on the road. Most ground cars belong to the vast network of ever-available, always-affordable Metrokab taxis, tuk tuks, and pedicabs. If you want to rest your feet or get out of the rain, tuk tuks are the most common and convenient way to get around. However, the streets are forever overflowing with pedestrians, so it's often faster to join the mob and walk. Just watch out for the cyclists. These professional couriers on the clock have mastered slaloming through the crowds at breakneck speeds. Quite literally if you accidentally step into their path.

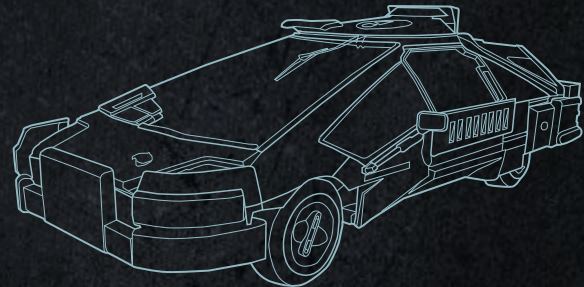
PUBLIC TRANSIT: If you're low on funds, just flash your badge and ride any Metro commuter bus or train for free. Buses are congested and take forever to get anywhere, but the masses at least part for them as they frequent multiple stops in each Sector. If you need to hopscotch between Sectors faster, there's a Metrorail station in each Sector's main Shopping District, running a 24/7 automated loop round the city, soaring one Sector to the next in 10 minutes flat. All Metro stops and stations have trafficators that list the next arrival and departure times. Wait 30–60 minutes at any stop or station, you're destined to see one.

GROUND CARS: No cop can afford a Spinner on their salary. You could save up and arguably afford a ground car, but you'd have no safe place to park it. Any unattended car is looted in minutes. Thankfully, Metrokabs are cheap and ubiquitous, and public transit is free for LAPD employees, so unless the leg room and bragging rights of owning a ground car is worth that much to you, few ever feel the need to own a car these days.

METRO TRAIN



GROUND CAR



BASIC GOODS

Maybe making an equipment request via official LAPD channels will take too much time. Or perhaps you'd rather not call attention to your needs, actions, and investigation. Luckily, there are many ways for detectives to get what you need.

It should be assumed that your general needs are taken care of, so you can afford to buy food, clothes, ammunition, and other basic necessities and incidentals within reason. Just about anything else (within and beyond reason) can likely be found somewhere in the city via legal and illicit channels.

Blade Runners earn a paycheck every two weeks. The higher your rank, the more you earn. You can spend that salary however you see fit, and if you live above or below a certain floor, you may have more to spend and appearances to keep. Based upon your archetype, your natural aptitude for using and acquiring certain goods may differ, as well as your ability to access sources or navigate parts of the city.

If belts get tight, the banks grant payday advances in a pinch. And if you're not afraid of debt or owing favors to unsavory folks, just about anything is within reach. Just make sure it's worth it.

EXPENDITURES

To make a private purchase beyond your everyday needs, you need to spend Chinyen Points and make a CONNECTIONS roll. The cost in Chinyen Points is listed for all types of gear in this chapter. If you spend twice the required amount, you get an advantage on the roll. If your CONNECTIONS roll fails, you have wasted time and need to look elsewhere.

You can even spend Chinyen Points instead of Promotion Points to acquire RDU gear on the black market or by bribing RDU officials – just don't get caught doing it.

All purchases are listed by Availability, determining the cost and the time it will typically take to acquire the goods.

INCIDENTAL: Everyday transactions always in stock and affordable. Meals, drinks, newspapers, magazines, Vid-Phon calls. These won't crack your piggy bank, so pay mundane purchases no mind.

STANDARD: Not exactly common expenses, but you and the department can afford it from time to time. So long as you're smart about it.

PREMIUM: You can't afford too many extravagances without tightening the belt. If it's on the LAPD's tab, expect somebody to ask why this was vital to the case. If you're not broke or the Chief likes you, it's buy first, regret later. Push your luck or live above your means, however, and Internal Affairs may come sniffing.

RARE: Big-ticket items take a bite out of your budget, and possibly your badge if it's a waste of government funds. You can't afford them on your own without betting the farm, and you'll attract attention at HQ as soon as your ID is charged. Unless you can keep it off the books, you'll need permission and a good argument first. If you've got favors to pull or friends in high places, now may be a good time to call them.

LUXURY: This is beyond the means of a typical LAPD employee. If you truly need this to close the case, you're going to require help to get it. Many above your pay grade and below your moral standards might be inclined, but none will help without something equally valuable to them in exchange. To own this, prepare to be owned. So if it's not a national security issue or a life you hold dear is in danger, you're likely going to regret this.

PURCHASES

AVAILABILITY	TIME	COST	SKILL
Incidental	Instant	—	—
Standard	Instant	1–2	Connections
Premium	A Shift	2–3	Connections
Rare	A day or more	3–6	Connections
Luxury	Several days	7+	Connections

If you've got the credits, LA is a consumer's paradise where there are endless opportunities to find whatever you need. Vending machines with new items. Newsracks with new publications or the latest issue with new advertisements and classifieds. Bazaars and Hawker's Circle can get mostly anything for a price. Even drones may overhear your conversation and project just what you need on a wall overhead. All with Vid-Phon numbers to order yours today!

CLOTHING

As the lower floors must brave the brutal weather every day, most street fashion is functional first, but no less flashy. People insulate themselves with multiple layers of durable plastics, second-hand fabrics, and face masks, all refurbished and embellished with colors, lights, stickers, spikes, and whatever scavenged accessories they can find to express themselves amongst the masked masses.

Fashion among the suits is a stark contrast to the garish "urban snow trash" street style. The rich express status through simplicity, purity, and a flagrant demonstration of wealth. Perfectly tailored outfits. Simple designs and neutral tones tailor-made for their bodies and skin tones. They even flaunt their access to Spinners by wearing only thin layers of rare, organic fabrics. No artificial colors. No unnecessary layers or accessories. Every stitch a statement of power.

DRESSED FOR SUCCESS

Clothes make the Blade Runner, and a costume change or two is crucial if you're to blend in on every corner and with every crook in the city. You can't wear the same threads in Old Chinatown as you might to a Fashion District fundraiser. Your clothes not only impact how others perceive you, but

what you can do or hide while wearing them. After all, cops don't prefer trench coats for their trendy fashion statement. Their weather-resistant layers come in handy, as do the many pockets ideal for keeping badges, blasters, and other tools of the trade concealed.

SHOPPING DESTINATIONS

Due to overpopulation, most living spaces are too small to offer amenities like kitchens or personal storage. So for most people below the penthouse suites, the LA lifestyle isn't consumed by accumulating wealth or possessions, but rather constantly consuming anything and everything within reach and reason. Enduring (even enjoying) a bootstrapped, spartan way of life focused only on the present – living hand-to-mouth and in the moment with most daily needs purchased on the fly.

Some from the always-open shopping districts. Others from the red-light districts and dark alleys where the seller could care less about what you do with whatever cash and time you have left. From the legal convenience shops and storefronts, the illicit and labyrinthine black markets, to the gray moral trading grounds in between, LA has evolved into a complex and judgment-free city that rewards resourcefulness and provides enough stores and shadows to meet any need.

PUBLICATIONS

PERIODICAL	CIRCULATION	TOPIC
Independent Sentinel	Daily Newspaper	Award-winning journalism on colonial and local news
Droid	Monthly Magazine	Replicant and synthetic industries
Creative Evolution	Biweekly Magazine	Science and technology
KILL	Weekly Magazine	The week's most graphic crimes and salacious headlines
Moni	Weekly Newspaper	Colonial business and investments
Zord	Weekly Magazine	High fashion and beauty
Dorgon	Monthly Magazine	Low-brow comedy and political satire
Mechanismo	Monthly Magazine	Prosumer technology and pop culture

SHOPPING DISTRICTS

Every Sector has its own centralized shopping district. All shopping districts have evolved into one-stop shopping outlets and entertainment destinations, though each district offers slightly different goods and services that reflect the personality and proclivities of the local inhabitants. For everyday needs and standard thrills, any shopping district will do. Smart shoppers will learn which Sector is best should a particularly niche or naughty itch need scratching.

VENDORS: As loud as a night club with enough neon to cauterize your corneas shut, the pounding heart of every shopping district is the always-open vending mall. Entire city blocks are dedicated to sprawling walls of vending machines hawking everyday goods at marginally affordable prices. All day and night, a cacophony of countless screens is selling dreams and daily needs, all with endless Esper eyes watching and drones projecting ads for passersby. The millions who flow through these malls on a daily basis have grown deaf and numb to the din, and you're no different. But if you need a quick fix for the most basic incidentals (e.g., food, drink, meds, drugs, ammunition), smaller vending machines are as ubiquitous as Vid-Phon booths. Wherever you are, you're a five-minute walk from at least one.

SPECIALTY STORES & KIOSKS: Surrounding the vending malls are a sundry of eclectic specialty stores, each catering to a different niche or need. Clothing. Technology. Weaponry. Restaurants. Bars and nightclubs. Sex clubs. And enough street food kiosks to make your eyes water and stomach turn over. If it's not in the vending machines, rest assured somebody here has it. Or knows how to get it.

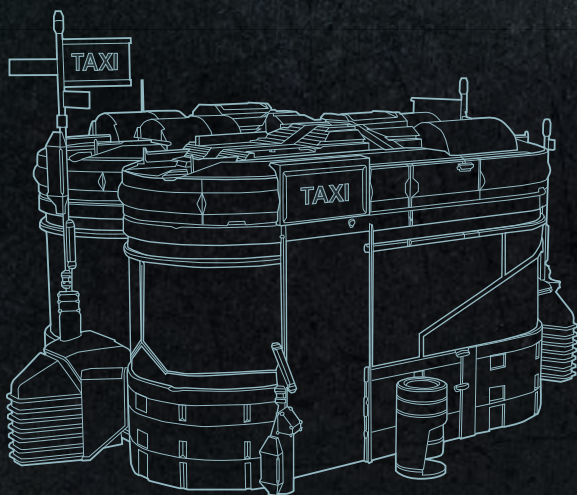
NEWSRACKS: For the bored or impatient looking to splurge, newsracks are a great source for inspiration and goods of all kinds. Found in every shopping district are newsracks boasting a wide selection of newspapers, magazines, zines, and catalogs spanning a vast range of topics and specialized goods. Simply comb the articles for fresh news and gossip, or flip through the ads and classifieds for the latest goods and local service providers... all with Vid-Phon numbers to inquire further and order on the spot.

UPLINK CAFES: Since many can't afford datalink access or even their own technology, uplink cafes are ever-present throughout the city. Especially with the recent rise of the Wallace Data Network, demand for datalink access has exponentially grown, spawning uplink cafes with 24/7 access to computer terminals rentable by the hour. For many, these cafes have become a daily necessity and their only means of communication with friends and family. Some rent by the day to work remote for their day jobs or night shifts. And a few just rent out their favorite DiJi as they might in a hostess bar down the street. You'll even find private booths boasting premium terminals with anonymous access in the back of the best and worst cafes. Precious tools and territory for the criminal element, and the occasional detective looking to poke and peel back layers off the grid.

DRONES: Shopping districts are buzzing with countless megacorp drones, all armed with exegetic bioscanners insatiably mining data and projecting personalized ads for passersby with uncanny specificity. You never know just how much the megacorps know about you, but drones have a way of offering just what you need when you least expect it.

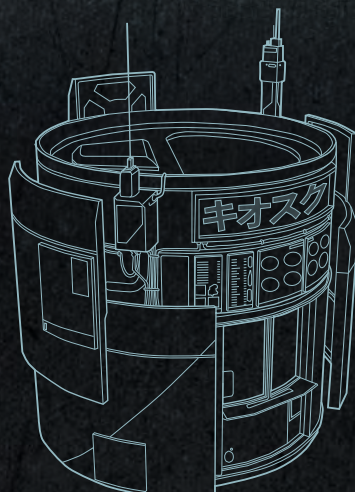


TAXI STATION



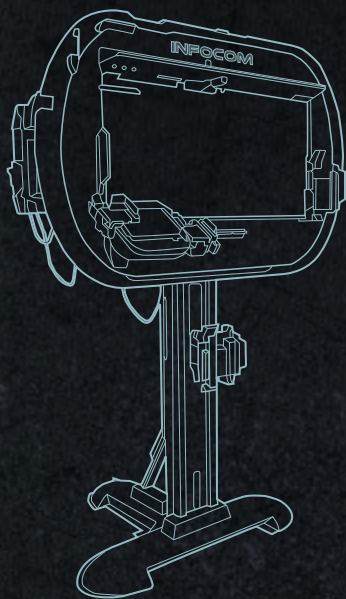
As cars are too costly for the masses, the streets are congested with public transportation of all kinds, and all of them are always one wave or whistle away.

FAST FOOD KIOSK



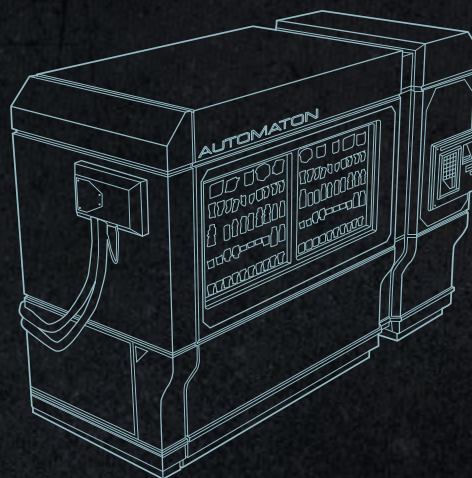
Street food is a religion in this city, and food kiosks grow like weeds on every sidewalk, serving fast and cheap with endless variety.

INFOCOM



INFOCOM offers a free, ever-scrolling news ticker and paid searches in their vast intranet.

AUTOMATON



A relic of the synthetic tech race, AUTOMATON owns most of the vending machines in LA. Whatever daily need, impulse buy, or desire, there's an Automaton nearby ready to serve.

IMPULSE BUYERS

Food. Drink. Medical treatment. Information. Transportation. Incineration. Titillation. No matter where you are, what you may need, what you've lost, or somebody else wants found, there is a vending mall, vending machine, street kiosk, or trafficator somewhere nearby. This entire city caters to the

impulse consumer, so if you haven't found what you're looking for, you're just not looking hard enough. That or you're asking the wrong people. If it's hard to get, asking around a local bazaar may point in the right direction. And if it's illegal, all paths lead to Hawker's Circle in the end.

THE BLACK MARKETS

White-collar crooks and grifters. Entrepreneurs backed by blood money. Organized syndicates and anarchist gangs. Off-market traders and traffickers. Choppers, smugglers, and scavengers. Cut-purses and cut-throats. Even the morally bankrupt and truly monstrous who make most criminals look like harmless children at play. LA's thriving criminal underbelly is as many-faced and multi-faceted as the city itself, and its equally thriving black market caters to one and all. The megarich buy and trade in favors and secrets, along with whatever rare off-world tech, goods, and luxuries promise the most bragging rights. The megapoor deal in the rest, satiating whatever dire need or addiction beckons on any given day.

You can find the black market in every Sector's darkest shadows, with at least a few dummy fronts and thinly-veiled faces throughout LA. One place where criminals big and small are certain to show their face

is Hawker's Circle – the black market's main import/export hub of illegal, unsanctioned, smuggled, and stolen contraband of every sort. Counterfeit goods. Chop shops. Pharmaceuticals of every medical, recreational, and detrimental design. Military-grade weapons. Even government bills, corporate patents, all keys to the megacorp castle are bought and sold here.

The law tried to shut the black market down. Many times. Yet no matter how often it was sacked, new kiosks popped up moments later. In the end, the LAPD has begrudgingly accepted the devil they know, maintaining an uneasy truce with petty criminals willing to work in plain view. In fact, much like how not all law-abiding citizens are your friend, not all criminals are your enemy. It's a sad truth that most criminals rose up from those streets, and show more compassion for common people than all the megacorps combined.

THE GRAY BAZAARS

As the city's needs grew, the law of supply and demand dictated that the prices for goods sold by off-worlders should naturally increase. Eventually the most commonplace goods became high-priced luxuries. Meanwhile, outdoor shopping districts became overwhelmed with seething masses waiting in line for hours just for basic necessities, which wasn't easy as the weather worsened, public transit clogged, and the outdoors became a death trap for the ill and elderly.

People yearned to reduce travel and time outdoors. Some could barely handle leaving their own building. Over time, citizens were forced to find their own sources for food and necessities, and neighbors began pooling goods and resources for any struggling to support themselves.

Soon each megacomplex evolved into its own self-sustaining economy and community. A floor of

20 apartments would transform into a bazaar of 100 retail booths – run and sold by citizens offering food stalls, counter pubs, refurbished technology, off-market goods, urgent medical care stations, even illegal goods and services.

Each bazaar is unique, taking on the character of their tenants and Sectors. One Sector 2 bazaar may be famous for its brothels, while a trendy stall in Sector 5 is famous for its dumplings. And if you're desperate to get off-world, there's a stall in Sector 9 with your new name on it.

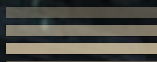
If you've got enough cash, or the right goods and information to barter, you can get anything at these bazaars one way or another. Even still, the LAPD turns a blind eye to the gray market trading, partially out of compassion. And partially because many cops earning the lower wages shop after hours here, too.

IS THERE A DOCTOR IN THE HOUSE?

In just about every megacomplex there is at least one Doctor – a junker, tinkerer, trader, and savior who can get anything you need and solve any problem with enough time and chinyen. A teller and ambassador for the labyrinthine black markets hidden in plain sight throughout the city. Doctors

will openly work with cops, but be careful of the consequences. Even attempting to buy restricted or illegitimate goods can get you into trouble without good cause, so keep a low profile and don't go walking into these places with your badge out and best blues on.





CHAPTER
09

R U N N I N G B L A D E R U N N E R

"It's not an easy thing to meet your maker."

The BLADE RUNNER RPG is not like other roleplaying games. Sure, there will be action and adventure, but the stories you create at the table will also explore issues of philosophy and morality, and dive deep into the personal development of the player characters.

This chapter is for you, the Game Runner. Your job running this game will be uniquely challenging, but also uniquely rewarding. Here, you will find both advice for how to bring this game to the table, and a host of useful tools for creating your own Case Files to play.

THE KEY THEMES

Always keep in mind the key themes of BLADE RUNNER outlined in Chapter 1. Every scene of this game should include at least one of these themes, and each Case File should include most of them – if not all.

SCI-FI ACTION: Experience high-stakes action, thrilling pursuits, and gunshots ringing out in the neon-drenched night.

CHARACTER DRAMA: Examine how the player characters and NPCs tick and explore how they come together or lose themselves as countless challenges bring out the best in some, the worst in others.

MORAL CONFLICT: Explore the inner turmoil to maintain the player characters' empathy, humanity, and moral code against the relentless desires and corruptions of an unsympathetic world.

CORPORATE INTRIGUE: Embroil the player characters in the sinister schemes of industry titans, political puppets, megacorp despots, and crime lords.

SOUL SEARCHING: Evolve the player characters by making them face the consequences of their actions, forcing them to ask themselves what makes them who they are. What it means to be human.

PLAYING SCENE BY SCENE

The BLADE RUNNER RPG is designed to be played scene by scene. This simply means that you shouldn't play out every mundane detail of the characters' lives – instead you as Game Runner should act like the director of a film and always cut to the next scene before the story drags. Be clear and up front to the players with this. Simply state that the scene is over when you feel the time is right and move on to the next scene. There is rarely a need to describe what happens in between scenes.

INFORM THE PLAYERS: Sometimes, players can be hesitant to leave a scene, especially one that is focused on investigation, fearing they might have missed some key piece of information. In such a case, you are fine to state directly to the players that no more useful information can be found here right now and move on.

SETTING THE SCENE

When setting up a new scene, focus on a few evocative key elements that define the environment and paint a clear picture in the players' minds. Use the location map if there is one and show mugshots of any NPCs present. Do not drag out descriptions of environments and NPCs with great amounts of detail; that will just slow the game down. Instead, let the players ask you questions.

THE CITY MAP: When setting a new scene, make a habit of pointing out where on the Los Angeles map it takes place. You can find the map on the inside covers of this book, and in larger format in the BLADE RUNNER RPG Starter Set. The map is not detailed and that's intentional – its purpose is to set the mood and give the players a sense of space. Do not use the map to manage travel or combat in detail.

SPLITTING THE PARTY

As discussed in Chapter 1, this is a roleplaying game where splitting the party is encouraged. The characters are always on a clock, and they will often need to split up to cover more locations in time. Focusing on one, or perhaps two, characters at a time also works better than large groups to invoke the noir feel of the game.

CUT BETWEEN PLAYERS: When the party is split, it is even more important to not let scenes drag out, as you want to avoid having players not in the scene wait for a long time. You can even cut between players in the middle of a

scene – leaving one player in a tense cliffhanger moment while you cut to another player for a while, and then cut back again to the first player. Experiment with this to get a sense for what works best for you and your group.

USE THE KIA: Don't forget the hand-held KIA units that every Blade Runner is issued. Using their KIAs, the player characters can communicate remotely, share clues between each other, and problem solve as a unit. Use this fact to let players comment on scenes even where their characters are not physically present.

SETTING THE MOOD

The fact that you should not let scenes drag out too long does not mean that the game needs to be fast-paced at all times – quite the opposite. This is a game where you and the players should take your time. Play it slow. Let yourselves be immersed in the world of BLADE RUNNER. There are many methods to achieve this.

LET THE PLAYERS SET THE PACE: Even though the player characters are on the clock during their investigations, you shouldn't rush the players through the game. Let them interact with the neon-noir wonderland of 2037 Los Angeles and its inhabitants at their own pace. As long as they are enjoying the scene, don't rush it. Sometimes, just be quiet and let the mood sink in. Only break the scene once you feel it starts to drag.

HANDOUTS: The handouts included in the official Case Files for the game are very useful for setting the mood. The large LA map, the location maps, the data files, the newspapers, the Esper photos, the mugshots – leave them all out on the table to create a growing tableau of evidence,

painting a physical picture of the case for the players to immerse themselves in.

MUSIC: Music has always been at the very core of the BLADE RUNNER experience. If you can, always play appropriately moody music at your game table or your virtual tabletop. The official film soundtracks are obvious choices, but there are many other options as well.

LIGHTING: If you can avoid it, don't play the BLADE RUNNER RPG in a harsh, bright light. Turn the lights down, ideally using spotlights to make sure maps and handouts are clearly visible to the players, but leaving the rest of the room in shade or neon.

PROPS: Beyond the Case File handouts, using physical props can be great fun and enhance the gaming experience. Clothes, replicas of gear, and even drinks in glasses like those seen in the films can all be used to further immerse yourselves in the BLADE RUNNER universe.

THE ANATOMY OF A CASE FILE

The Case File is the backbone of the BLADE RUNNER RPG gaming experience. Simply put, you need a Case File to play this game. This section delves into the anatomy of a Case

File and describes how it is structured. Later in the chapter, you will find detailed advice for running Case Files and concrete tools for creating your own.

The first official Case File for the **BLADE RUNNER RPG**, entitled **Electric Dreams**, is included in the Starter Set for this game. **Electric Dreams** is designed to introduce new players to the game rules and its setting. Alongside the guidelines in this chapter, **Electric Dreams** can serve as a useful reference for writing your own Case Files.

Electric Dreams is the first installment in the campaign arc entitled **The Immortal Game**. Further episodes will be published in the years to come. Each installment in **The Immortal Game** will be fully stand-alone and can be played in any order, except the final episode. Other Case Files can be played in between the campaign installments.

PRELUDE

The **Prelude** is a very brief overview of what the Case File is about – the main themes and what kind of challenges the players and their characters will be facing. This can and should always be something more than simply hunting Replicants. Remember, in 2037 the job of being a Blade Runner has changed and is much more diverse and challenging than ever before.

BRIEFING

RDU briefings are typically held by Deputy Chief Holden. Typically, the Briefing is what kicks off the case for the players. It is meant to be read out loud or paraphrased to the players, so it should be short and to the point, leaving opportunities for the players to ask questions. The Briefing text should include notes about what questions Holden can answer. Typically, the players are given one or more handouts during the Briefing.

THE SITUATION

This is the real story of what's behind the case the Blade Runners have been assigned. The who, the what, and the why. Here, you as the Blade Runner learn the full background. Typically, the players will learn only a small

portion of this information during the Briefing – most will be uncovered during the course of the investigation. In **BLADE RUNNER**, things are rarely as they seem at first glance.

THE COUNTDOWN

Every Case File has a **Countdown** – a series of specific key events that will occur during the investigation, unconnected to where the PCs go and what they do. The **Countdown** has a timer that indicates what Shift

each **Countdown** event will occur in. The pace of the **Countdown** is modified by the number of players in your group, as a larger group will be able to split up and visit more locations in a shorter period of time.

MAIN CHARACTERS

The main NPCs of the Case File, typically four to six in number, are described in some detail. Minor NPCs are listed in sidebars at their respective Locations instead. Each main NPC entry should include:

▣ **BACKGROUND:** A very brief backstory of the NPC, as it relates to the Case File.

- ▣ **MOTIVES:** What does the NPC want?
- ▣ **LOCATIONS:** Where can the player characters find or meet the NPC?
- ▣ **REACTIONS:** How does the NPC react to the Blade Runners' investigation and other events?
- ▣ **STATS:** Attributes, skills, specialties, gear.

LOCATIONS

This section is often the meatiest part of the Case File, as it outlines all the Locations that the player characters might visit during the case. They should always have a choice of where to go next – preferably at least three viable options – except for the Final Confrontation.

Some Locations are LAPD Locations, such as the LAPD Mainframe and the Esper Wall, while others are City Locations, out in the streets. The total number of Locations in a Case File is typically between 10 and 15. Some of the Locations are important with a lot going on, while others are minor locations which will likely be brief stops. Each Location entry should include:

- ▣ **OVERVIEW:** A brief description of what the place looks like. Key Locations should have a map handout for the players to see.
- ▣ **NPCS:** The main and minor NPCs here and what they do when the characters arrive. Each NPC should preferably have a mugshot for the players to see. Minor NPCs have sidebars with their game stats here.
- ▣ **CLUES:** What clues are available here and how can the player characters find them? Many clues will come in the form of handouts for you to give to the players.
- ▣ **FALLOUT:** Possible events triggered by the characters' actions at the Location.

FINAL CONFRONTATION

The Final Confrontation is an overview of how the investigation might end. It can be tied to a specific Location, but it doesn't have to. It is essential that the Final Confrontation should never dictate the ending of the Case File – it should offer a number of different options, depending on the actions of the player characters. You as Game Runner will also need to adapt and improvise to make the finale of the Case File as dramatic, spectacular, and memorable as possible.

AFTERMATH

The Case File wraps up with the potential fallout of the investigation, consequences that the player characters, the RDU, or even LA as a whole might need to deal with going forward.

PLAYING INVESTIGATIONS

The core structure of the game is to solve Case Files by visiting Locations, finding Clues, and meeting NPCs. Shift by Shift, piece by piece, the players will compile a body of evidence to finally unravel the truth of the matter and arrive at the essence of the story – their final decision on what to do with that truth.

TRACKING TIME

Time is a factor in all Case Files, so players need to pay attention. As described in Chapter 1, each day has four Shifts – Morning, Day, Evening, and Night – and in each Shift, each player character can visit one Location of the Case File. Make sure the players use a Time Tracker sheet to make a record of which Locations they have visited, and when.

THE COUNTDOWN

In specified Shifts of the Case File, a Countdown event will be triggered – key events that will occur during the investigation, unconnected to where the PCs go and what they do. These events, typically about five in number, frequently lead up to some disaster or calamity unless averted by the PCs, blowing the case wide open and forcing the characters' hands.

Although time is of the essence in every Case File, you are allowed as a Game Runner to modify when a Countdown event occurs to make your game as enjoyable and dramatic as possible. Don't go too easy on the players, though – a Case File should provide an exciting experience even if the characters don't manage to stop the Countdown events. Triggering these events should not be seen as a failure by the players.

CITY TRAVEL

Each Blade Runner has access to a Detective Special Spinner and can use it to reach any area of Los Angeles within minutes. Simply put, you don't need to play out city travel in any detail, just describe the sprawl far below as the characters glide through the neon canyons of the city. Or let the players describe it themselves.

GROUND TRAVEL: If a character for some reason chooses or is forced to travel on the ground – be it by foot, ground car, or Metrokab – they need to roll CONNECTIONS in order to reach the target location as part of visiting a Location. Failure means the trip itself takes one Shift, in addition to the Shift spent at the location. Going far outside of downtown on the ground can take Shifts – if not indicated by the Case File, you'll need to make a judgment call.

FINDING CLUES

At a Location, the characters will be looking for Clues. These come in many different forms:

- ▣ Spoken information from NPCs.
- ▣ Traces and other visual clues at the Location.
- ▣ Handouts, in the form of documents or photos.

As a general rule, don't make it hard for the players to find Clues. The point of the game is not finding the Clues – it's what they choose to do with the information after they have discovered it.

NO DEAD ENDS: Finding Clues is crucial to make progress in the investigation, but no single Clue should ever become a blocker for moving the story forward. There should always be at least two different paths to reach each new Location, preferably more. If the characters are still stumped, have Holden or their Reporting Officer point them in the right direction, costing them precious time and a Promotion Point.

LOCATIONS

When the characters arrive at a Location, describe it briefly to set the scene. If the Location has a map handout, place it on the table for all players to see. Let the players explore the Location as they see fit – don't railroad them towards the Clues. When they encounter NPCs, place their mugshot on the Location map, as a reminder for the players.

GOING ELSEWHERE? If players want to go somewhere not covered by the Case File, you'll need to do some improvisation on what they find there – Chapter 5 includes useful resources for this. Even such a wild goose chase will consume a Shift of time for the player characters.

We do recommend that you don't let the players veer too far off course however and thus stall the investigation completely. You can let Deputy Chief Holden or Dispatch reach out to them and guide them back onto the right track if needed. If it doesn't help, it's also fully acceptable to simply tell players directly, out of character, that the location they want to visit has no role in this Case File.

HANDOUTS

Official Case Files for this game come with many handouts and making them can be a major aspect of creating your own Case Files as well. These handouts come in the form of maps of key locations, mugshots of NPCs, photos, Esper images, data files, newspapers, and more. The handouts will form a growing body of evidence for the players to interpret.

CRIME SCENE PHOTOS: A special type of handout in official Case Files is the Crime Scene Photo. This is a visual image of some selected Locations that includes hidden Clues for the players to find. Explain this to the players and tell them to examine the Crime Scene Photo carefully. The Location entry will detail all actual Clues to be found in the Crime Scene Photo. You can allow the characters an OBSERVATION roll to spot Clues in the photo that the players missed.

ESPER PHOTOS: Another special kind of handout is the Esper photo. Blade Runners can get these from the Esper Wall or their KIA units. An Esper photo handout always comes in two versions – one initial image, and at least one additional image featuring a zoomed in (“enhanced”) portion of the image on a particular detail that becomes a clue to the case. Typically, the characters need to make a TECH roll to access the enhanced image.

Encourage the players to actively take notes during the investigation. There will be quite a bit of information to process, and even if they have handouts to help them, structuring the Clues can require some bookkeeping. A good idea is to appoint one player to be in charge of taking notes for the group. This role can rotate from session to session.

USING THE KIA

Using their KIA units, the player character can keep in touch with each other when at different locations, and even share evidence (handouts, maps, and mugshots) with each other. Thanks to the KIA, a player can take part in a scene even when their character is not present.

REMOTE ACCESS: The player characters can access the LAPD Mainframe from their KIAs or from Esper terminals in their apartments. This way they can gain the same clues as if they are physically present at the LAPD, without needing to spend a Shift to go there. However, the more powerful tools in the LAPD Tower give them an

advantage to TECH rolls. The characters cannot access the Esper Wall remotely.

REPORTING EVIDENCE: As Blade Runners, the characters are required to upload all evidence they find to the LAPD Mainframe using their KIAs. Make a habit of asking players if they do this – choosing not to upload some information can earn them Humanity Points. Note that if the player characters choose to leave things out of their reports or lie about what happened, they will do well to get their stories straight.

WE ARE WHAT WE REMEMBER

Blade Runners can gain access to a Replicant's core memory implants via the Wallace Corp Memory Vaults or directly from the Memory Lab that designed them. Stelline Scans (page 160) can even review an N-9's memory implants externally. Only the Replicant's core memory implants can be accessed in this way, not lived memories.

Having access to someone's memory implants can provide a privileged look inside the mind of the subject. Player characters can relate and

emotionally connect with a deceased Replicant. The characters can step inside the mind of a murderer to legitimize, even humanize, their actions in ways that will force the characters to empathize with them and ask hard questions.

Use memories and the emotions they evoke to develop and drive characters, analyzing how our life experiences shape who we are, what we're capable of, and how we perceive ourselves and our place in this world.

COMBAT & CHASES

The core of the game is the investigation and the challenges it poses, both intellectual and moral – but any good BLADE RUNNER story also needs a few fierce bursts of intense action. Every Case File should have some opportunities for combat and chases, be it back-alley slugfests or high-powered Spinner duels in the neon skies above Los Angeles.

The rules are designed to keep combat brief and brutal. Try to avoid prolonged engagements. Just like for any other scene – when the story drags, it's time to cut to the next scene and move on. If it's clear which side is winning, have the losing side cut and run – perhaps triggering a dramatic chase through the streets.

REPLACEMENT CHARACTERS: Another reason to use action scenes sparingly is that the combat system is deadly. Every fight carries a real risk of character death. Those are the stakes of being a Blade Runner. If a player character dies, take a break, and let the player create a replacement – unless you are already at the Final Confrontation. A replacement character can be introduced to the team by Deputy Chief Holden in short order.

IT'S NOT ABOUT THE CASE

Since the game places so much focus on the investigation itself – with clues, handouts and tracking of time – you might be led to believe that the point of the game is to solve cases. It is not. The core purpose of the game is to confront the player characters with challenging personal and moral dilemmas, letting them ask themselves what makes them who they are. For this to work, don't make the Clues of the Case File too hard to find – it's only after the truth has been revealed that you will reach the essence of playing the BLADE RUNNER RPG.

DOWNTIME

If the casework is the backbone of the game, Downtime is the heart and soul of it. Don't ignore Downtime – playing it will bring the themes of character drama and soul-searching, both key to the BLADE RUNNER experience, to the forefront of the game.

As explained on page 076, each player character needs a Shift of Downtime after three Shifts of investigation, or they will start to suffer stress. Characters also heal damage and stress during Downtime.

DOWNTIME EVENTS

In addition to the mechanical effects, Downtime lets the players explore their characters more deeply through Downtime events. Such events often involve the characters' key relationships and key memories. Some can even give useful information about the case.

For each Shift of Downtime, roll a D8 for each player character on the table to the right or choose one you feel is appropriate. One column is for a character who spends the Shift at home, the other if they spend it out on the streets. If you want to modify the event to better suit the character and the current Case File – or even invent your own event from scratch – feel free to do so.

Downtime events are generally played out individually. To avoid long wait times for the other players, keep

Downtime events snappy, and cut back and forth between the characters.

SUBSEQUENT EVENTS: The random Downtime events are just there to get you started. A typical Case File will allow 2-4 Shifts of Downtime. When you have played the first Downtime event for a character, build on it for the next one. You can roll up a new event and modify it, or simply decide what it will be.

If you play multiple Case Files, you can even let the Downtime events in one Case File carry over to the next. This way, the characters will have the chance to develop longer personal story arcs.



DOWNTIME EVENTS

D8 HOME EVENT

STREET EVENT

1-2 Nothing out of the ordinary occurs. Let the player describe what the character does.

Nothing out of the ordinary occurs. Let the player describe what the character does.

3 The character relives their key memory in a dream. Parts of the memory are strange or distorted. This Downtime Shift heals no stress – instead the dream is a Stress Factor 2 event. If the character's INSIGHT roll to resist the stress succeeds, they also gain a clue to the current case from the dream.

The character spots a person or object from their key memory in the street. This is a Stress Factor 1 event. If this is an NPC, the person can be hostile and might chase or even attack the character.

4 The character's key relationship contacts the character via Vid-Phon. The NPC wants something – it could be help, revenge, love, or just a deep conversation. The NPC might know something relevant to the current case.

The character's key relationship confronts the character in the street. The NPC wants something from the character – it could be help, revenge, love, or just a deep conversation. The NPC might know something relevant to the current case.

5 The character plays soothing music, watches an old film, or enjoys some time with a DiJi, healing an extra point of stress.

The character is mugged in the street by two thugs (Strength B, Agility C, CLOSE COMBAT C, Health 5) armed with clubs and knives. They will take a Chinyen Point or a piece of gear if not stopped. If the character runs, the muggers will give chase. If one of them is Broken, the other will flee. The mugging might be a setup related to the current case or the character's key relationship.

6 The character's key relationship rings the buzzer on their door. The NPC claims to be in trouble and needs help – or wants to warn the character that they are in trouble. This might be a setup related to the current case.

A Doxie (Empathy B, MANIPULATION B, INSIGHT C) approaches the character, chatting them up. This can lead to a romantic encounter, or just a talk. The Doxie might be a setup by the character's key relationship or someone involved in the current case – to gain information from the character or for some other purpose.

7 Deputy Chief Holden calls up the character via Vid-Phon. He wants a report on the progress of the case – and the performance of the other characters.

The character is confronted by an animated advertisement that they find utterly enthralling. The character must make an INSIGHT roll – if failed, they cannot recover stress until they have purchased the product.

8 An NPC from the current or a previous Case File calls the character via Vid-Phon. They have information to offer but want something in return.

An NPC from the current or a previous Case File seeks out the character in the street. They have information to offer but want something in return.

CHASING ORPHANS AND UNICORNS

Sometimes the best kept secrets are the ones trapped in your own subconscious. If the players are truly beating their heads against a wall, stage a dream sequence that re-examines what they know, and plants abstract seeds and suggestions about what they're overlooking or where the case could lead next. You can simply describe a series of

mental images that linger with the character after a Shift of rest or one too many drinks. Players can even roleplay through surreal events that barely cling to reality. Yet no matter if you're dreaming about orphanages or unicorns, Blade Runners often unearth the best clues after a good snooze.

PROMOTION AND HUMANITY

PROMOTION POINTS

After each session of the game, you should reward the players with Promotion Points for doing their job as Blade Runners. How Promotion Points are used is explained on page 036. Give each player character one Promotion Point if they, during the session:

- ☐ Found one or more clues that led to real progress in the investigation.
- ☐ Revealed one or more fugitive Nexus-8 Replicants and reported them to the RDU.
- ☐ Apprehended one or more suspects or fugitives.
- ☐ Stopped one or more serious crimes from being committed.
- ☐ Uploaded at least one piece of important evidence to the LAPD Mainframe. If this was not discussed during the session, ask the player now.
- ☐ Saved the life of another LAPD officer or performed some other heroic action.
- ☐ Reported one or more other player characters for some form of misconduct and presented evidence to back up the claim.
- ☐ Took a Baseline Test and passed (Replicants only).

Each character can only earn one Promotion Point for each of the bullet points above. If several characters actively took part in an action, all of them are rewarded for it.

DISTINCTIONS: After a single game session in which a character earned five Promotion Points or more, they will be awarded a distinction by Deputy Chief Holden. See page 166 for more on these.

LOSING PROMOTION POINTS: You can also take Promotion Points from the characters during the game if they are caught failing to perform their duties in some way. This can be done right away, without waiting for the end of the session. Specific triggers for this should be listed in the Case File, but you are also free to remove further Promotion Points from a character who:

- ☐ Fails to apprehend a wanted fugitive when given the opportunity to do so.
- ☐ Abuses their authority or acts in a way unbecoming of a law officer.
- ☐ Ignores or directly violates an order.
- ☐ Loses LAPD equipment assigned to them.
- ☐ Harms or kills an innocent suspect or bystander.
- ☐ Allows the case to receive negative media exposure or stir public controversy.
- ☐ Exposes confidential case information to the media.
- ☐ Accuses Wallace Corp of anything (with or without evidence).
- ☐ Fails a Baseline Test (Replicants only).

For all the events above, the character is only penalized if the RDU learns of it – from witnesses, LAPD officers, or even another player character.

DISCIPLINARY ACTIONS: A player character must roll for CONNECTIONS each time they lose a Promotion Point. If they fail, Deputy Chief Holden will hand out some punishment – see page 166.

HUMANITY POINTS

After each session, you should also hand out Humanity Points to each character for performing acts of compassion or humanity. How Humanity Points are used is explained on page 037. Give each player character one Humanity Point if, during the session, they:

- ☐ Took a personal risk to help another person – human or Replicant.
- ☐ Connected to someone, human or Replicant, on a personal level.
- ☐ Learned something significant about someone's life.
- ☐ Tried to talk someone down from committing a crime (no matter if successful or not).
- ☐ Learned something that made them view the world differently.

- ☐ Refused to upload a piece of evidence to the LAPD Mainframe in order to protect someone.
- ☐ Refused to follow orders because the character felt they were wrong.
- ☐ Used their key memory or interacted with it in some way.
- ☐ Interacted with their key relationship.
- ☐ Played one or more scenes of Downtime.
- ☐ Failed a Baseline Test (Replicants only).

Each character can only earn one Humanity Point for each of the bullet points above. If several characters actively took part in an action, all of them are rewarded for it.

NON-PLAYER CHARACTERS

The most important tools in your toolbox as a Game Runner are your NPCs. They will form the greatest challenges to the player characters but can also be their biggest help. NPCs can range from faceless enemies in combat, to personalities just as complex and detailed as the characters themselves.

Stats for several typical NPCs can be found in the table below. You will find examples of more detailed NPCs in official Case Files such as Electric Dreams found in the BLADE RUNNER RPG Starter Set.

HANDLING NPCs

Technically, NPCs work just like player characters. They perform actions and sustain damage and stress in the same way. But in practice, you should ignore all game mechanics for NPCs as long as they don't directly affect a player character. In such cases, you can simply decide what happens.

Don't roll dice for the actions of NPCs unless they attack or interact with a player character.

NPCs IN GROUPS: When dealing with multiple NPCs, you can have them perform actions as a group instead of individually. See the rules for helping on page 057.

CREATING NPCs

If you need to quickly create an NPC, pick one from the table below or use them as a basis for your own creation. To flesh it out more, follow these steps:

ATTRIBUTES: The average human has level C in all attributes, while a typical Replicant has a B in Strength, Agility, or both. Feel free to give more capable NPCs a number of increases from this standard.

SKILLS: As a general rule, only assign skill levels to an NPC if there is a good chance they will actually need to use those skills. A fairly competent NPC has a skill level of C, while experts can have skill levels of B or even A.

SPECIALTIES: NPCs are usually without specialties, but you can give one to an especially capable NPC if you wish.

NAME, APPEARANCE, GOAL: Apart from stats, there are three things you need to know about every NPC:

- ☐ **NAME.** What is their name? You can choose or roll on the table on page 225.
- ☐ **APPEARANCE.** How do they look, how do they behave, do they have any distinguishing quirks?
- ☐ **GOAL.** What are their goals? Make your NPC believable with real motivations. What makes them tick?

TYPICAL NPCs

NPC	ATTRIBUTES*	SKILLS	HEALTH*	GEAR
Uniformed LAPD Officer	STR B, AGL C, INT C, EMP C	Close Combat C, Firearms C, Driving C	5	Truncheon, Police Heavy Duty Street Gear
Blade Runner	STR B, AGL B, INT B, EMP C	Close Combat C, Firearms B, Stealth C, Observation B, Insight B, Driving C	5	PK-D 5223 Blaster

TYPICAL NPCs

NPC	ATTRIBUTES*	SKILLS	HEALTH*	GEAR
Street Urchin	STR D, AGL B, INT C, EMP C	Mobility C, Stealth C	4	Knife
Street Thug	STR B, AGL C, INT D, EMP D	Close Combat C, Firearms C	5	Knife or Brass knuckles
Street Hustler	STR C, AGL C, INT B, EMP B	Mobility C, Manipulation B	4	Folding knife
Metrokab Driver	STR C, AGL C, INT C, EMP B	Observation C, Insight C	4	Metrokab
Newsrag Reporter	STR C, AGL C, INT B, EMP B	Observation C, Manipulation C, Insight B	4	Camera
Doxie	STR C, AGL B, INT C, EMP B	Stealth C, Manipulation B	5	—
Replicant Sympathizer	STR C, AGL B, INT C, EMP B	Mobility C, Stealth C	5	Folding knife
Human Supremacist	STR B, AGL C, INT D, EMP D	Close Combat C	5	Club
Business Executive	STR C, AGL C, INT B, EMP B	Observation C, Manipulation C, Insight C	4	.357 Subcompact
Corporate Killer	STR B, AGL B, INT C, EMP D	Close Combat C, Firearms B, Stealth C, Driving C	5	Ender Assault Rifle or PK-D M1887 20 Gauge
Lab Technician	STR C, AGL C, INT B, EMP C	Observation C, Tech B	4	—
Medical Doctor	STR C, AGL C, INT B, EMP C	Observation C, Medical Aid B	4	Surgeon's Field Kit

* For Replicant NPCs, add one level to Strength or Agility, and add 2 points to Health.

CASE FILE GENERATOR

Using the structure outlined in Anatomy of a Case File (page 213), the NPC list above, the wealth of setting material in this book, and inspiration from other BLADE RUNNER sources, you have a good basis for writing your own Case Files. However, should you want even more concrete tools for your Case File design, this section has you covered.

By making just a few dice rolls on the charts on the following pages, you can generate the basis for a great BLADE RUNNER RPG Case File. You'll need to flesh out the framework generated here and probably tweak a few things. Consider this generator a prompt for your imagination!

CASE TABLE 1: THE THEME

The trickiest part of designing a Case File can be to get started. What should the case be about? To start you off, roll a D10 on the table below.

D10	THEME
1-4	Replicant Crimes & Punishments
5-6	Corporate Intrigues & Courtroom Dramas
7	Organized & Underground Threats
8	Political Machinations & Internal Affairs
9	UN Assignments & Joint Investigations
10	Monitored Entities & Technologies

CASE TABLE 2: THE ASSIGNMENT

Next, roll for the specific assignment to be given to the Blade Runners.

D10 REPLICANT CRIMES & PUNISHMENTS

- 1 A retirement order has been filed for a counterfeit Nexus-8 chef who killed the kitchen staff at a five-star restaurant.
- 2 A Replicant claims innocence, because their owner ordered them to commit unlawful acts and they were forced to obey.
- 3 A Replicant accuses their employer of the unlawful murder of a Replicant co-worker.
- 4 A Replicant mysteriously falls to their death at a Sea Wall construction site.
- 5 A hostage situation breaks out at the LAX Spaceport when a presumed-dead Nexus-8 is identified.
- 6 A N-8 registered in the RDU files as retired is identified as an active leader of a radical Replicant Underground faction.
- 7 A memory engineer has secretly implanted memories that manipulated select Replicants to act out of character.
- 8 A Replicant is arrested after defending themselves against a physically abusive employer.
- 9 Human power plant workers accuse a Replicant of sabotaging the reactor and triggering the subsequent mob justice that was meted out.
- 10 A human refuses to believe that their Replicant servant ran away and files a missing persons report.

D8 CORPORATE INTRIGUES & COURTROOM DRAMAS

- 1 A Replicant is the star witness in a high-profile murder trial.
- 2 A top megacorp executive is revealed to be a Replicant, but the executive didn't know the truth.
- 3 A major biotech company steals a competitor's patent by infiltrating their ranks with a Replicant spy.
- 4 A megacorp is accused of illegally producing Replicants to assume the identities of key stakeholders on their board.
- 5 An Independent Sentinel journalist requests protection after uncovering a damning conspiracy against Wallace Corp.
- 6 A Blade Runner is witness to a retirement in the field that may not have been merited. The DA goes for Murder in the First Degree against a human who unlawfully retires a Replicant.
- 7 The CEO of a tech company is kidnapped by what appears to be Replicant fugitives.
- 8 A lethal virus is stolen from a high security lab and let loose in a run-down neighborhood.

D6 ORGANIZED & UNDERGROUND THREATS

- 1 The UN Bureau of Investigation needs assistance apprehending an arms dealer trafficking illegal Nexus counterfeits.
- 2 A DNA Row bioengineer is accused of running an illegal beauty salon that once helped Nexus-8s flee the city.
- 3 The RDU must go undercover to suss out a criminal gambling ring hosting underground Replicant death matches.
- 4 Replicants are being kidnapped and sold on the black market.
- 5 The Counter-Terrorism Bureau uncovers a terrorist plot by Human Supremacists.
- 6 A new extremist group is attempting to radicalize Replicants into terrorists.

D6 POLITICAL MACHINATIONS & INTERNAL AFFAIRS

- 1 The Replicant Underground bombs an Empathy Movement protest.
- 2 A gossip rag stumbles upon a seemingly real conspiracy to assassinate a pro-Replicant UN delegate.
- 3 The UN Colonization Defense Program notifies the RDU that an AWOL N-9 is hiding out in the city.
- 4 Governor Kolvig requests a security detail at a public speaking event after an anonymous death threat.
- 5 LAPD Internal Affairs is investigating another Blade Runner for excessive use of force and abuse of power.
- 6 An anti-Replicant populist politician is murdered. All evidence points towards the Replicant Underground. But the clues seem a little too convenient.

D6 UN ASSIGNMENTS & JOINT INVESTIGATIONS

- 1 UN Marshals order the RDU to apprehend and transport a major drug trafficker harbored by the Replicant Underground.
- 2 LAPD joint-investigation with the Robbery division when a major casino heist suggests that Replicants were involved.
- 3 LAPD Homicide joint-investigation requesting special forensic assistance on a priority serial murder case.
- 4 The CBI has requested a Doxie present during criminal interrogations of a major investigation.
- 5 An earthquake results in Replicant Blade Runners being enlisted as emergency responders.
- 6 Internal security at Wallace Corp investigates stolen lab samples and enlists the help of LAPD.

D6 MONITORED ENTITIES & TECHNOLOGIES

- 1 A digital companion is accused as an accessory to a series of bank robberies.
- 2 A real and priceless snow leopard is running free down Animoid Row after a smuggler's trade-off goes sour.
- 3 A tech company announces a new halo device with dangerous bio-hacking capabilities.
- 4 An animoid owl with supposedly implanted memories of a dead Wallace Corp bio-scientist goes missing.
- 5 Someone is killing synthetic animals on Animoid Row.
- 6 A computer engineer disappears and seemingly turns up as a DiJi ghost.



ロサンゼルス

CASE TABLE 3: MAIN NPCs

Roll D3+3 NPCs for the case.

D8	TYPE	OCCUPATION	QUIRK	FIRST NAME	LAST NAME
1	Corporate	1. Corporate Agent 2. Lab Worker 3. Administrator 4. Manager 5. Security Officer 6. Liaison Officer	1. Secret allegiance 2. Serial liar 3. Constant flirt 4. Overuses perfume 5. Twitching eye 6. Sarcastic	1. Alexia 2. Rami 3. Clara 4. Maximilian 5. Priya 6. Sandor	1. Reisch 2. Shalhoub 3. Stratton 4. Voldokov 5. Singh 6. Pentecost
2	Security	1. Cop 2. Security Guard 3. Bouncer 4. Mercenary 5. Soldier 6. Bodyguard	1. Overly sentimental 2. High-strung 3. Always chewing on something 4. Constant comedian 5. Drug user 6. Aloof	1. Prei 2. Magda 3. Wade 4. Kilo 5. Alexander 6. Luna	1. Haden 2. Leyoun 3. Kawasaki 4. Bharat 5. Marsten 6. Farahani
3	Entertainment	1. Actor 2. Singer 3. Poet 4. Dancer 5. Celeb 6. Designer	1. Fast talker 2. Oily skin 3. Instantly likable 4. Moves constantly 5. Patronizing 6. Glamorous	1. Ariana 2. Joshua 3. Dot 4. Gabor 5. Ava 6. Seo-joon	1. Polokov 2. Izzo 3. McMillan 4. Nanjiani 5. Rodriguez 6. Jeong
4	Street	1. Food Worker 2. Maintenance Worker 3. Scavenger 4. Street Rat 5. Cultist 6. Store Owner	1. Smelly 2. Grubby clothes 3. Fidgety 4. Full of attitude 5. Whispers 6. Eccentric	1. Vladislav 2. Rhea 3. Harley 4. Dara 5. Radhi 6. Cass	1. Lang 2. Mandell 3. Beck 4. Yang 5. Molo 6. Ibrahim
5	Crime	1. Gang Member 2. Hitman 3. Hustler 4. Burglar 5. Drug Dealer 6. Syndicate Member	1. Ruthless 2. Limps 3. Extravagant haircut 4. Plain 5. Suspicious 6. Tattooed	1. Aurora 2. Niko 3. Rue 4. Luca 5. Jean 6. Haru	1. Zhao 2. Mercer 3. Hoskins 4. De Vries 5. Wozniak 6. Giordano
6	Science	1. Student 2. Scholar 3. Researcher 4. Scientist 5. Analyst 6. Biochemist	1. Tired 2. Touchy 3. Intense 4. Bald 5. Booming voice 7. Wiry	1. Saidah 2. Constance 3. Reinhard 4. Ivana 5. Bwana 6. Eve	1. Linton 2. Sawadogo 3. Meier 4. Leck 5. Siddiqi 6. Ricci
7	Tech	1. Technician 2. Bioengineer 3. Mechanic 4. Engineer 5. Mechanic 6. Programmer	1. Corpulent 2. Mumbling 3. Impatient 4. Bejeweled 5. Dry wit 6. Arrogant	1. Bill 2. Kat 3. Amar 4. Alejandro 5. Eitan 6. Mei	1. Banks 2. Atwood 3. Mirai 4. Morales 5. Chakrabarti 6. Teng
8	Other	1. Clerk 2. Journalist 3. TV Host 4. Cityspeaker 5. Kid 6. Politician	1. Overly eager 2. Brusque 3. Elegant 4. Old 5. Fashionable 6. Argumentative	1. Feng 2. Shira 3. Sanjay 4. Dmitry 5. Libby 6. Nombeko	1. Wyman 2. da Silva 3. Kamarr 4. Kebede 5. Esposito 6. Koslovski

CASE TABLE 4:
SECTOR

D8	SECTOR
1	Sector 1 – Entertainment District
2	Sector 2 – Arts District
3	Sector 4 – Industrial District
4-5	Sector 5 – Central
6	Sector 9 – Commercial District
7	Sector 12 – LAX
8	Beyond Downtown

SECTOR 1 LOCATIONS

D6	AREA	LOCATION
1-2	Nightclub Row	1-2. The Snake Pit 3-4. Early Q 5-6. Metropolis
3-4	Red Light District	1-2. Happy Jack's Casino 3-4. Paradise Evolution 5-6. Kumite
5	Beauty Parlors	1-2. Bright Eyes Beauty Salon 3-4. Aphrodite 5-6. Roxbox
6	Mid-City	1-2. Rag Row 3-4. Magazine Mile 5-6. A & B Sports Arena

SECTOR 2 LOCATIONS

D6	AREA	LOCATION
1-2	Hysteria Hall	1-2. Arcade 3-4. Multiplex 5-6. Crazy Legs Larry Used Autos
3-4	University of Los Angeles	1-2. University Library 3-4. Dean's Office 5-6. Student Dorms
5-6	University of Los Angeles Medical Center	1-2. Medical Research Lab 3-4. Coma Ward 5-6. Hospital Basement



SECTOR 4 LOCATIONS

D6	AREA	LOCATION
1	Wallace HQ	1-2. Reception Area 3. Wallace Records Library 4. Memory Vaults 5-6. Executive Suite
2	China-town	1-2. Ona Bar 3-4. Shanghai Export & Import 5-6. Hutong Alley
3	DNA Row	1-2. MirrorWare Industries 3-4. Atinko Biowares 5-6. Nekko Corporation
4	Hawker's Circle	1. Kingston Kitchen 2. Runner Surplus 3. Piss Alley 4. Howey Lee's 5. Karma Bar 6. Kabukicho Arcade
5-6	Animoid Row	1. Van Ness Pet Hospital 2. The Fish Ladies 3. Runciters Zoological 4. The Dragonfly 5. Prawn Shop & Aquatic Emporium 6. Abdul Ben Hassan's Reptiles



SECTOR 5 LOCATIONS

D6	AREA	LOCATION
1	LAPD Headquarters	1. Rep Detect Unit 2. Armory 3. Crime Lab 4. Mainframe 5. Morgue 6. Training Grounds
2	City Hall	1. City Hall Grand Stairs 2. LA Courthouse 3. Press Area 4. Independent Sentinel 5. Mayor's Office 6. District Attorney's Office
3-4	Little Tokyo Shopping District	1. White Dragon Noodle Bar 2. Burger Burger Burger 3. Shinjuku Alley 4-5. Vending Mall 6. Edo Megastore
5	Bar District	1-2. Naplopo 3-4. Bibi's Bar 5-6. Level 44
6	LAPD Housing	1-2. Burt Jackson Block 3-4. Venderton Gardens 5-6. Black'n'Blue Bar

SECTOR 12 LOCATIONS

D6	AREA	LOCATION
1-3	LAX	1-2. Off-World Spaceport Terminal 3. On-World Domestic Terminal 4. Control Tower 5. Customs Office 6. Hotel Madison
4-5	Warehouse District	1-2. Logistics Hub D 3-4. Maeve's Bar 5-6. Container Crane 141
6	Sea Wall Docks	1-2. LA Queen, Smuggler Ship 3-4. Sea Wall Watch Station 5-6. Wreck of Empress Sarah

SECTOR 9 LOCATIONS

D6	AREA	LOCATION
1	Fashion District	1-2. Razdora Eatery 3-4. Markova Ballroom 5-6. Ogilvy's Auction
2	Financial District	1-2. LA Stock Exchange 3-4. Walton Gardens 5-6. Shaw Financial
3-4	Grand Central Market	1-2. Wakasani's Seafood 3-4. Mumbai Spice Co 5-6. Walter & Knecht Antique Books
5	La Central Library	1-2. Grand Lobby 3-4. Newspaper Archive 5-6. Special Collection Vault
6	Retirement Row	1-2. LA Viaduct 3-4. Abandoned Subway Station 5-6. Crashed Spinner

BEYOND DOWNTOWN LOCATIONS

D6	AREA	LOCATION
1	The Energy Empire	1-2. Protein Farm 3-4. Power Plant 5-6. Transport Hub
2	Los Angeles Hills	1-2. Refugee Camp 3-4. Low Income Housing Project 5-6. Abandoned Building Site
3	Santa Barbara	1-2. De Vries Mansion 3-4. Jenkins Family Estate 5-6. Abandoned Resort
4	San Diego Trash Mesa	1-2. Labor Camp 3-4. Off-Grid R&D Lab 5-6. Scavenge Yard
5-6	The Kipple	1-2. Crashed Transport 3-4. Scavenger Camp 5-6. Waste Processing Station

CASE TABLE 5: THE CLUES

D8	TYPE	CLUE
1-2	Witness	Roll on the NPC Table
3	Forensic Evidence	1. Ballistics 2. Toxicology 3. DNA 4. Fingerprints 5. Autopsy 6. Blood
4	Recording	1-2. Security Camera 3-4. Photo 5-6. Voice
5	Documents	1. ID Card 2. Ticket 3. Brochure 4. Legal Document 5. Note 6. Letter
6	Rumors	1-2. In the Street 3-4. In the Department 5-6. In the Media
7	Anonymous Tip	1-2. Call 3-4. Note 5-6. Messenger
8	Item	1. Gun 2. Clothing 3. Statuette 4. Jewelry 5. Vehicle 6. Data Disc/Memory Cube

CASE TABLE 6: THE TWIST

D12	TWIST
1	A rogue operative is connected to the case.
2	The crime is a false flag operation.
3	There is a coverup of an even greater crime.
4	Someone is skillfully creating false evidence.
5	One of the PC's is framed for a crime.
6	A conspiracy is involved in the case.
7	Someone innocent is being framed.
8	A serial criminal stalks the streets.
9	There is a mole in the LAPD connected to the case.
10	An NPC is deranged and completely unpredictable.
11	Another Blade Runner is secretly investigating the case.
12	A player character's key relationship NPC is involved.

CASE TABLE 7: THE FINAL CONFRONTATION

D10	LOCATION	ENVIRONMENT
1	Abandoned apartment complex	In pouring rain
2	On top of the Sea Wall	Thunder
3	Tunnels beneath the City	In blazing heat
4	A dilapidated ballroom	In the freezing cold
5	The depths of Corporate HQ	Intense colors
6	Mansion outside the City	Overgrown
7	The roof of a building	Bitter wind
8	Forgotten secret facility	Power outage
9	Ruin in the Kipple	Red dust
10	In the shadow of a huge monument	Fog

CASE TABLE 8: MOOD PIECES

D8	WHAT'S THE WEATHER LIKE	WHAT'S ON THAT SCREEN	WHAT'S PASSING BY
1	Acidic fog	Geisha eating candy	A police spinner with flashing lights
2	Heavy rain	"A New Life Awaits you in the Off-world Colonies"	A chanting religious group
3	Drizzle	Weather forecast	A political demonstration
4	Drizzle	News report	Drunk youths
5	Freezing cold	Sports event	Tired workers on their way home
6	Heatwave	Wallace Corp ad	A corporate vehicle with escorts
7	Smog	Travel ad to exotic location	A street sweeper vehicle
8	Rays of light through heavy clouds	Digital companion ad	Street kids looking for trouble

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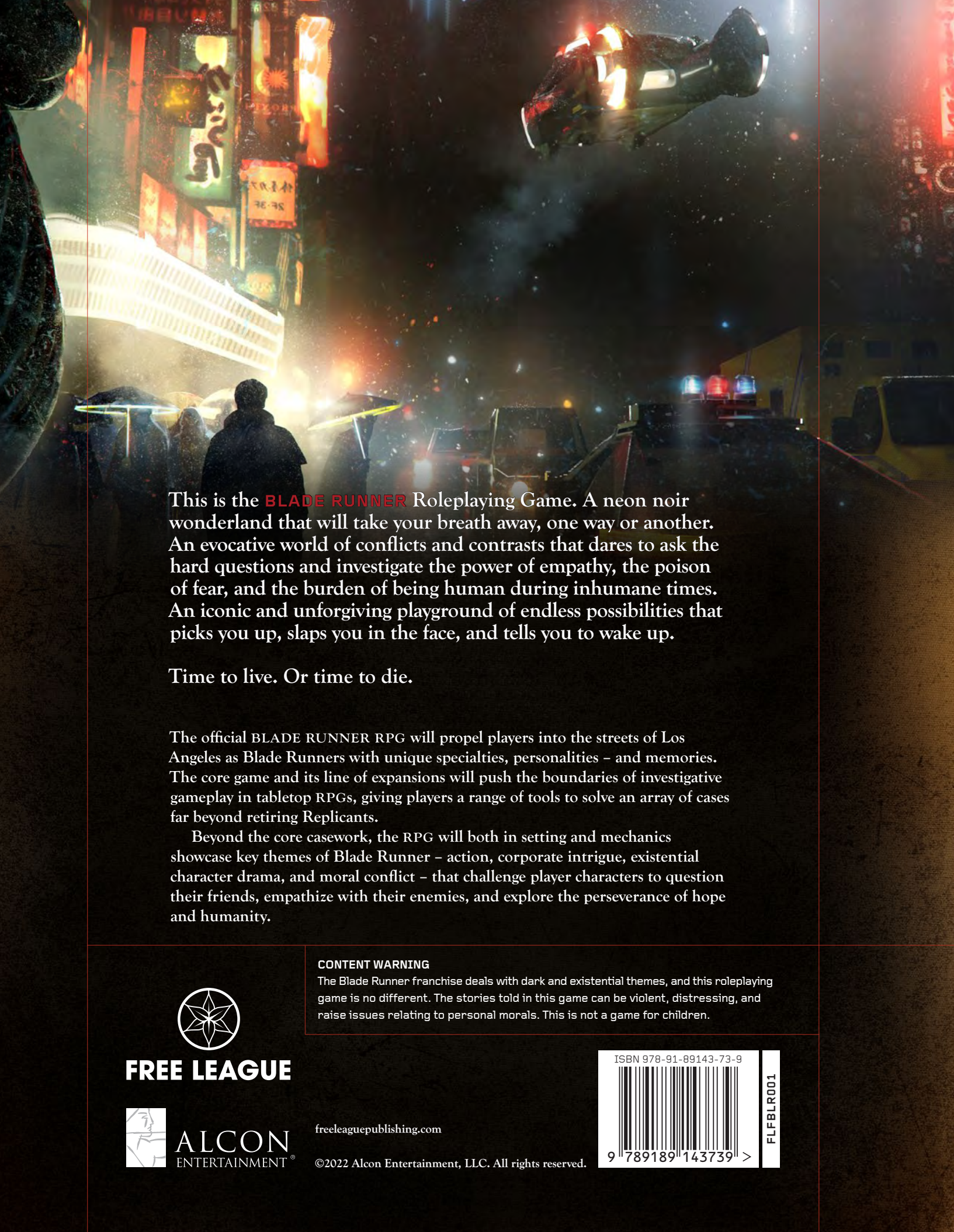
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This is the **BLADE RUNNER** Roleplaying Game. A neon noir wonderland that will take your breath away, one way or another. An evocative world of conflicts and contrasts that dares to ask the hard questions and investigate the power of empathy, the poison of fear, and the burden of being human during inhumane times. An iconic and unforgiving playground of endless possibilities that picks you up, slaps you in the face, and tells you to wake up.

Time to live. Or time to die.

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Beyond the core casework, the RPG will both in setting and mechanics showcase key themes of Blade Runner – action, corporate intrigue, existential character drama, and moral conflict – that challenge player characters to question their friends, empathize with their enemies, and explore the perseverance of hope and humanity.



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The Blade Runner franchise deals with dark and existential themes, and this roleplaying game is no different. The stories told in this game can be violent, distressing, and raise issues relating to personal morals. This is not a game for children.

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